INM Impressario

For Adobe® Director®

Version 4.0.0

User Manual

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Welcome to INM Impressario

Welcome to INM Impressario—the most powerful publishing and printing tool for high-impact visuals, with the ability to finely tune and personalize the user experience.

Convert files from your favorite format — MS Word, PowerPoint, Visio, Freehand, Quark Xpress, etc. — to PDF and let INM Impressario transform them into Director sprites.

With INM Impressario and Director, you have the freedom and control to create engaging user experiences that will truly impress your audience.

INM Impressario Web Links

To assist you in working with INM Impressario, we have provided an extensive product support network. The INM Impressario home page is your main source of information for product updates and news.
http://www.impressario.com

Here you'll also find links to:

- **Technical Requirements**
- **Benefits and Features**
- **Gallery of INM Impressario projects**
- **First Steps tutorial**
- **Manuals**
- **Free Tools**
- **Knowledgebase**
- **Release Notes**
- and more

Support main page – On INM's support main page you will find our online support form, which sends your case immediately to our support team.
http://support.INM.com/

INM Impressario discussion list - Learn from the experience of other developers by joining this e-mail discussion list.
http://forums.INM.com/

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Key Features of INM Impressario

INM Impressario allows you to quickly and easily integrate PDF (Portable Document Format) content within Director's multimedia authoring environment.

Here are some of the key features you'll discover.

Creative freedom

With INM Impressario and Director, you have the freedom and control to create engaging user experiences that will truly impress your audience. Apply Director's inks and transparency to your PDF document sprites, or place objects on top of your PDF document for a completely integrated look and feel.

Easy to use

Simply insert an Impressario member into your Director cast, select the PDF document to display and any custom display options you want. Then position it on the stage and… magic – the document appears directly within your interface.

WYSIWYG authoring

The INM Impressario WYSIWYG display gives you an instant view of your document even at authoring time, so you can get just the right look for a perfect display, on any playback platform.

Automatic or customized user interface

Users can navigate, print and interact with PDF documents via the INM Impressario standard toolbars. Or you can create your own custom buttons and attach pre-built behaviors for rapid design. The powerful Lingo API of INM Impressario offers even greater possibilities.

Creation of PDF content at runtime

The Full version of INM Impressario allows you to create new PDF documents at runtime, based on template PDF files created using Adobe Acrobat or Adobe LiveCycle Designer. Insert HTML-formatted text and images to create a PDF that users can view on screen, print or e-mail.

Add or modify the content of existing PDF documents by setting the values of text fields and replacing existing images inside the documents. Creative use of Director's native imaging Lingo allows for endless possibilities.

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Effortless deployment

INM Impressario contains everything necessary for your end-users to view the final result on Windows or Mac. No third-party applications are required, so you don't have to worry about your end-user's configuration or what they have installed.

Proven technology

INM Impressario uses the Adobe® PDF Library to provide precision graphics, fonts and layout, as well as accurate representation of on screen and printed material.

Never before has it been easier to make engaging presentations using PDFs in Director!

For a complete listing of INM Impressario features, visit the Benefits and Features page on the INM Impressario website:

http://www.impressario.com/info/

What's New in Version 4

INM Impressario 4 brings the compatibility with Adobe Director 11 and combines it with the new level of PDF generation features created in version 3. This positions INM Impressario as the best solution for printing within Director.

New features in version 4

- Compatibility with Adobe Director 11
- New Adobe PDF libraries version 8 now included

New features in version 3

- Ability to insert formatted content (text and images) at runtime, to generate new PDF documents based on initial template documents.
- Ability to create bookmarks in a PDF at runtime
- Ability to find and highlight multiple search terms in different colors
- A new Flash-based Search Panel to accompany the Searchable PDF Library solution.
- Ability to email a PDF document by clicking a toolbar button (or using the Lingo method).
- Partial support for notes (comments) within a PDF – the text of the note is returned in the Impressario event IMP_MouseClick.
- GetDocumentProperty now returns a list of all PDF document properties and their values **(enhancement)**

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- Tooltip text is returned for hyperlinks in the Impressario events IMP_MouseEnter, IMP_MouseLeave, IMP_HyperlinkClick, etc. **(enhancement)**
- PDFs can now be automatically downloaded from a web URL if a more recent version of the PDF is available. **(enhancement)**

Release notes

You will find release notes for the current version of INM Impressario, as well as previous versions, on the INM website at:

http://www.INM.com/products/impressario-dir/support/release-notes.php

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Getting Started

This section covers the most common tasks for new users of INM Impressario, such as:

- Installation
- How to create an Impressario member
- How to insert a predefined customizable toolbar
- How to create your own user interfaces
- Entering your license key

System Requirements

- Windows: Windows 2003/XP/Vista
- Mac: Mac OS X, version 10.4 or higher (Mac Intel only)
- Adobe Director version 11 **ONLY**
  (INM Impressario version 4 is not backwards compatible with previous versions of Director. If you need to use INM Impressario for Director versions 8.5 to MX2004, you will need INM Impressario version 3. For a special combo price, please contact us.
- INM Impressario version 4.x supports PDF documents that conform to version 1.7 of the Portable Document Format (PDF) standard, equivalent to Acrobat 8, or lower.

Note: If your project requires support for platforms other than those mentioned above, please contact Integration New Media at Products@INM.com

See Special considerations below for additional information.

Special Considerations

- Plug-ins, such as QuickTime™ and Flash™, are not supported.
- Comments and notes in PDF documents are partially supported. See PDF Notes.
- INM Impressario displays images on screen in RGB color. PDF documents created for print, using CMYK color may appear differently when viewed with INM Impressario.
- Alpha channel in PDF documents is not supported.
- PDF document pages that contain large, high-resolution images (1MB) may be slow to display and interact with.
- JavaScript actions encoded within PDF documents are not supported, except for hyperlinks. The workaround solution is to

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use Impressario Events, and perform the equivalent actions from Director.

- Most high - ASCII characters are supported for text fields. However, there are a few rare exceptions. Please see the list of unsupported characters, on our website, for more precision.
- Double-byte characters are not supported for form fields.
- Single-line text fields are limited to 253 characters; multi-line text fields are limited to 1024 characters.
- The ReplaceImage() method, used to replace bitmaps within your PDF documents, requires defining "containers", which are only supported with Acrobat 6 and higher.
- For Shockwave deployment, we recommend high-speed Internet access. In addition to the INM Impressario Xtra VeriSign package one-time download; you will need to take into account the download time for each PDF document displayed.
- In Shockwave the Find dialog box is not supported. However, you can modify the Impressario toolbar behavior to open your own dialog box. See examples on the INM Impressario website for ideas.

Installation

Installation for users of INM Impressario 1.x, 2.x or 3.x

Before installing INM Impressario 4.x, you need to uninstall any previous versions of INM Impressario (or at least remove them from the Director Xtras folder). If the installer for INM Impressario 4.x detects another version of INM Impressario on your system it will ask if you want to "Install a new instance" or "Maintain or Update an instance ...". At this screen, click **Cancel**, remove the old version (via Control Panel on Windows, or by deleting the entire Impressario folder on Mac), and run the INM Impressario 4 installer again.

If you want to keep the older version of INM Impressario (in case you have purchased it and you are now evaluating the INM Impressario 4 trial), first create a backup folder outside of Director; name it something like "Impressario-3" and copy the entire Impressario folder (in Xtras) to that backup folder.

Then you can run the installer for INM Impressario 4.

Note that if you have not purchased a license for INM Impressario 4, you need to use the Trial key information to evaluate the product. INM Impressario 3 and older licenses are not valid for this version.

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Installation for new users

To install INM Impressario for authoring in Director, download the compressed installer from the INM website, decompress it and double-click the Impressario-installer file.

By default, the installer selects the path of the most recent version of Director currently on your hard drive. You can, however browse to select an alternate path: however, to install for authoring in Director, you must make sure to select the folder of the Director application itself. The Impressario files will be placed in a folder named "INM Impressario", in Director's Xtras folder (for Director 11, this folder is: "Adobe Director 11/Configuration/Xtras"). The Impressario library casts will be placed in Director's Libs folder (for Director 11, this folder is: "Adobe Director 11/Configuration/Libs").

Once you open an INM Impressario project in Director, you will be prompted to insert either your full license details or to enter a trial key. If you are evaluating the trial version of INM Impressario, the trial key information was sent to you via e-mail when you filled in the user registration form on the INM web site. Simply click on "Enter Key" and enter either the trial information you received or, if you purchased a full license, enter the information that was sent to you by e-mail, when your purchase was made. If you do not enter the user information correctly, you will not be able to continue using INM Impressario.

To ensure that the installation was successful:

1. Launch Director.
2. Click Director's **Insert** menu, and make sure there is a new item named **Integration New Media > INM Impressario.**
3. In the **Xtras** menu there should be several new INM Impressario submenus: **INM Impressario**, **INM Impressario > Tools** and **INM Impressario > Tutorials.**

Creating an Impressario Member

1. Click **Insert > Integration New Media > INM Impressario...**

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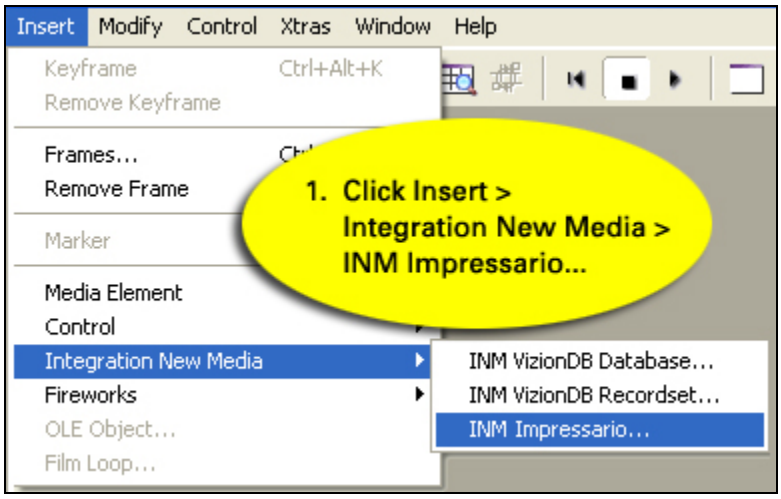
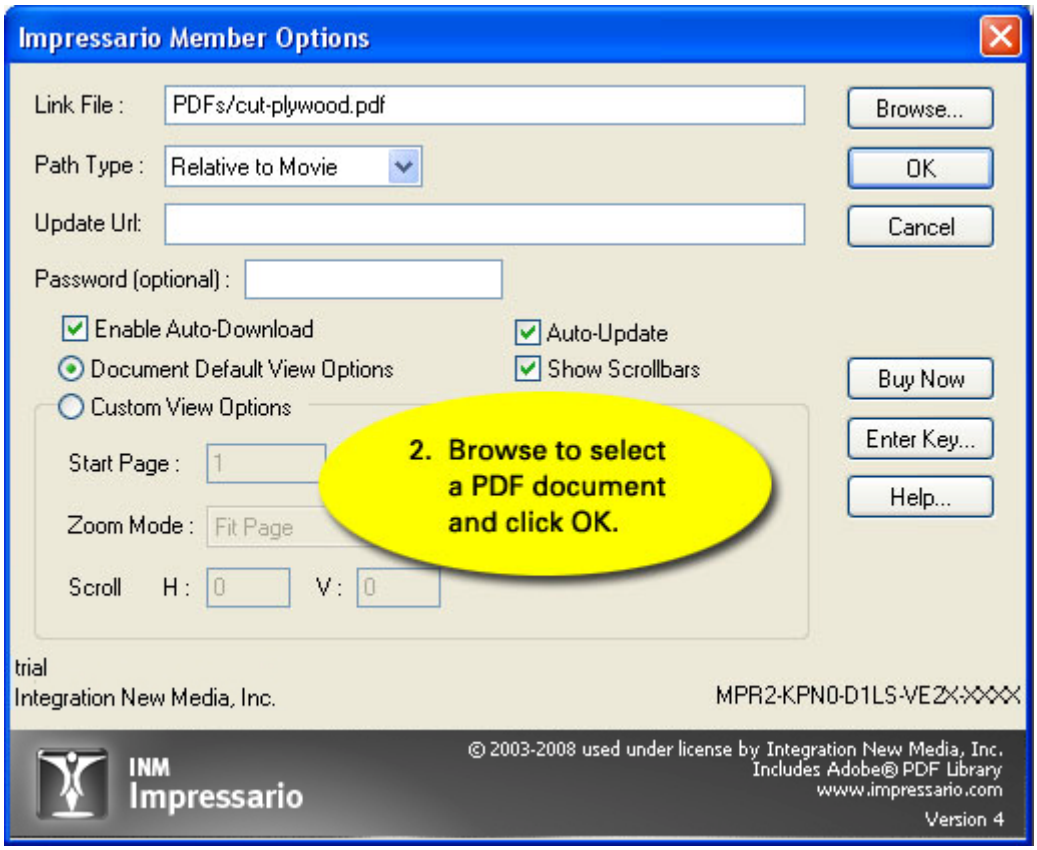


Insert > Integration New Media > INM Impressario...

2 The **Impressario Member Options** dialog box appears. In this dialog box you can specify all the properties needed to display your PDF document.



Impressario Member Options dialog box

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Note that these properties can also be dynamically modified at runtime.

3 Specify the **Impressario Member Options.** In the **Link File** box, type in the full path, or click **Browse** to locate a PDF document. You can also leave this box empty and set the Impressario FileName property through Lingo or a Behavior, at runtime.

4 The **Path Type** drop-down list displays **Absolute** by default, and is disabled if your movie is not yet saved. To select a path type that is **Relative to movie**, you must first save your movie. Keep the **Absolute** path type if the path to the document will always be the same for all end-users.

5 If the PDF document is password protected, you may enter the password in the **Password** text box. The password property can also be set via Lingo. If the password is incorrect when you click OK, an error is generated.
See also Password property.

6 If the PDF document specified is a URL (http://...), or if you want to be able to hyperlink to PDFs that are located on the Internet, check the box labeled **Enable Auto-Download**. This feature is only available if you are using the Full version of INM Impressario.

7 **Show Scrollbars** is checked by default for new Impressario members. Keep this box checked to automatically display vertical and horizontal scrollbars.

8 Choose **Document Default View Options** to display the document with the initial view settings saved in Acrobat.

Choose **Custom View Options** to override the defaults and specify the following:

a) **Start Page:** The initial page to display.
b) **Scroll H:** The horizontal scroll position in pixels.
c) **Scroll V:** The vertical scroll position.
d) **Zoom Mode:** "Fit Page" displays the entire page within the sprite rectangle, "Fit Width" scales the document so that its width is the same as the sprite rectangle, "Actual Size" displays the document at 100% of its original size, aligned to the top left corner of the sprite rectangle. "Custom" unlocks the percentage text box. Here you can specify an exact Zoom value to scale the document, as a percentage of its original size. The valid Zoom range is 8% to 1600%.

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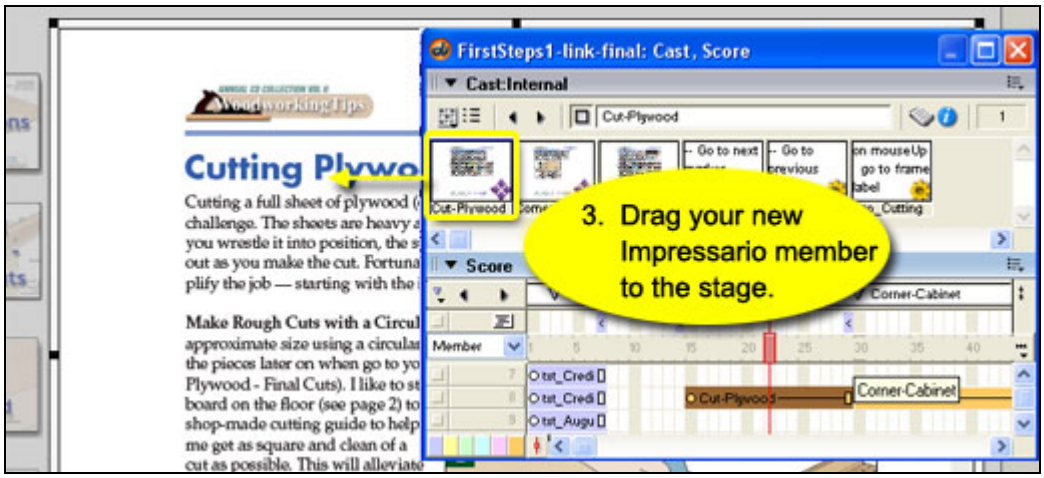
9 Click **OK** when you are done. A new member of type Impressario will appear in your cast.



Drag an Impressario member to the stage

10 You can now drag this cast member to the stage, resize and position it. You can also give it one of Director's native sprite display properties, such as ink or transparency.

Creating Multiple Impressario Members at Once

INM Impressario allows you to link multiple PDF documents into your project at once, creating a separate Impressario member for each. Click **Xtras > INM Impressario > Link multiple PDF...** to open a dialog box from which you can select multiple PDF documents, using the Shift key and Ctrl (Windows) or Command (Mac) keys. When using this option, the PDFs need to be in the same folder.

To edit the display properties of these new Impressario members you can double-click each one in the Cast window and open its **Member Options box** separately, or select them all and use the **Property Inspector** to modify their display attributes all together.

Inserting a Customizable Toolbar

After you have created an Impressario member and placed it on stage in a sprite channel, you can very quickly insert one of the pre-defined, customizable toolbars that come with INM Impressario. The toolbars are Flash assets and they become active when you drag the special Impressario Toolbar behavior onto them.

Insert an Impressario toolbar

1 Click **Window > Library Palette** to open the Library Palette.

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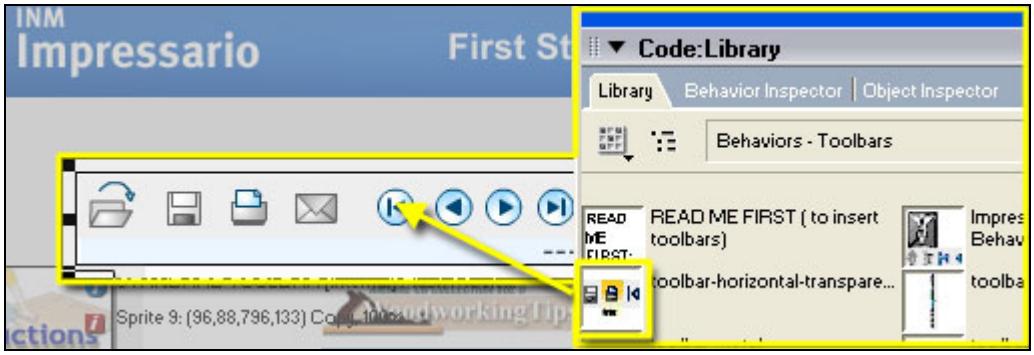
2 From the upper left corner of the palette window, select **INM Impressario Tools > Toolbars** to open that castlib.

3 Select one of the predefined, customizable toolbars and drag it to your stage. It must be placed in a score channel below the Impressario member that you want it to control.



Drag toolbar from the Toolbars Castlib in the Library Palette

4 Set the ink property of the toolbar sprite to **Background Transparent**, because the tool tip area of the toolbar will overlap your Impressario sprite.

Apply the toolbar behavior

1 Now drag the Impressario Toolbar behavior onto the toolbar sprite on stage. The parameters dialog box opens.

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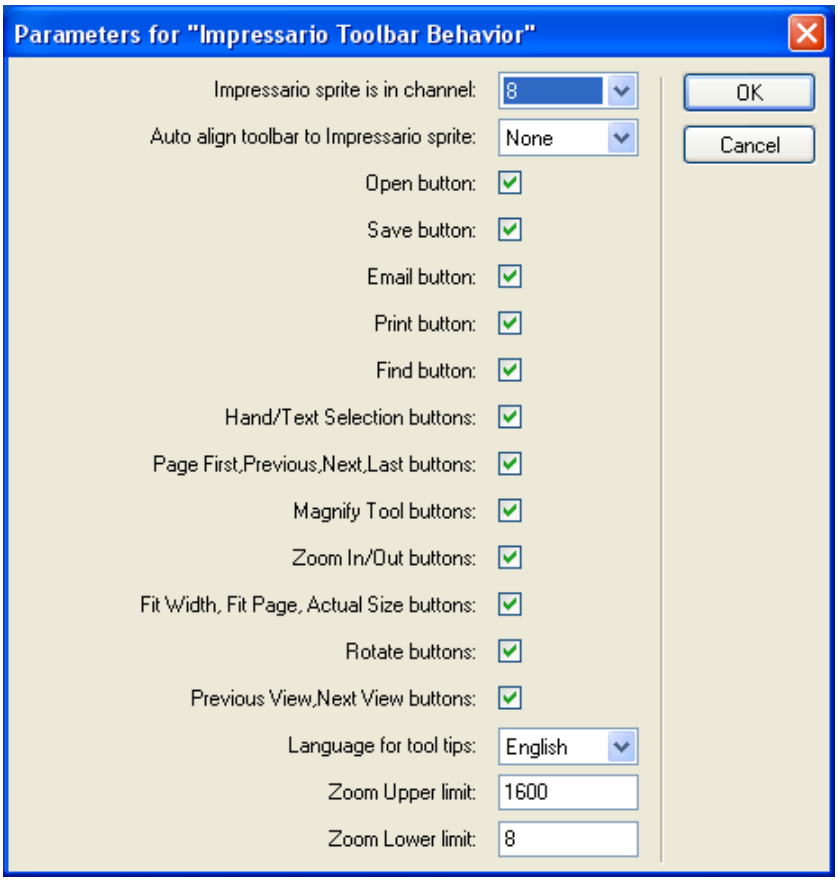

Customize toolbar behavior parameters

2 In the drop-down list of the "**Impressario sprite is in channel**" option, select the sprite channel that contains your Impressario member. By default, the first Impressario sprite found is selected.

3 Specify how you want the toolbar aligned to your Impressario sprite: Top or Bottom, for horizontal toolbars, Left or Right, for vertical toolbars, or None, to position the toolbar yourself. If you select None, you can position and scale the toolbar to your liking. With the other alignment settings the toolbar sprite is resized to its default dimensions.

4 Use the checkboxes in the dialog box to **turn on and off** the various toolbar button groups.

5 Choose the **Language for tool tips** that appear when a user holds the mouse over a toolbar button.

6 Change the upper and lower zoom limits to suit your needs.

7 Click **OK** and **run your movie.** You will see the toolbar snap into position, displaying only the buttons you selected.

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Toolbar background images

Within the Toolbars cast there are also bitmap images that match the backgrounds of the toolbar Flash assets. You can use these background images to extend the length of your toolbar to fit your Director movie size.

Creating Your Own User Interface

It's easy to create your own buttons and user interface elements to enhance and personalize your INM Impressario project. You can implement most user interactions using the Impressario behaviors, without requiring any Lingo.

Using Behaviors

Create your own buttons in Director or in the design tool of your choice. Then attach Impressario behaviors to the buttons to implement the most common interactions, such as opening a PDF document, navigating, changing the zoom and printing.

See INM Impressario Behaviors.

Using Lingo

For even more sophisticated functionality, INM Impressario comes with an extensive Lingo API that allows you to access Impressario member and sprite properties and methods.

See INM Impressario Properties and INM Impressario Methods.

Entering Your License Key

When you run a movie or projector using the trial version of INM Impressario, a "Trial Version" splash screen appears to alert end-users that the Xtra has not been licensed for distribution. Users must click this screen to proceed with the movie.

Once you purchase a license from Integration New Media, you will receive an e-mail containing a full license key, which you must enter from within Director.

To enter your full license key, and remove the "Trial" splash screen, follow these steps:

1. Open a movie that contains at least one Impressario member.
2. In Director's menu, click **Xtras > INM Impressario > Enter Key...**
3. Enter the **name of the license owner**, the name of the **company** (if you provided one at the time of purchase) and the **license key** that is e-mailed to you upon purchase of the license. This information is case sensitive. To avoid errors in typing, we

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recommend you copy/paste the license number directly from the e-mail.

4. Save your current movie in order for it to be licensed.

This procedure only has to be done once; you will now be able to create new INM Impressario movies and projectors that are legal for distribution.

Using the Trial Version

The free 30–day trial version of INM Impressario contains all the functionality of the distribution version; except that it displays a "Trial Version" splash screen the first time it loads a sprite of type Impressario at authoring and runtime.

After installation, you must enter a trial User Name, Company and Key. To do so, in Director's menu, click **Xtras > INM Impressario > Enter Key...** The trial information was sent to you via e-mail when you completed the user registration form on the INM website. The information is case sensitive. If you do not enter the information correctly, you will not be able to continue using INM Impressario.

How to activate the trial version

If you received INM Impressario from another user and did not install the Xtra using the INM Impressario installer, you still must enter a trial license key (or a purchased license key) to activate INM Impressario. Follow the instructions in the section entitled Entering your license key, but you will enter the **trial** user name, company name and key, instead of the full license information. If you do not have a trial license key, go to the INMs website: http://www.impressario.com

In order to ship a product containing INM Impressario you must purchase an end-user license for the software and enter the full license key and user information once, on the machine where the projector will be created.

Please make sure to read and agree to the License Agreement before purchasing your INM Impressario license.

To purchase a license:

Visit our online store:
https://store.INM.com or

Call us:
+1 800 400 1772 (North America) **or** +1 514 871 1333 Option 5.

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Contacting INM

We encourage you to contact us with questions, comments or feedback. We can be reached at:

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Info:	info@INM.com
Sales:	sales@INM.com
Support:	support@INM.com
Web:	http://www.impressario.com

Customization of INM Impressario

If you need specific functionality that is not available in the off-the–shelf version of INM Impressario, we may be able to create a customized version of the Xtra just for you. INM will ensure your satisfaction by drafting specifications based on your requirements and giving you the opportunity to review and sign off on them. We will then deliver the customized version within an agreed timeframe.

INM Services

Whether you are faced with a project that requires more man-power than you have available, or you just don't have time to spend learning a new product, our **Developer Assistance** and **Project Development Services** may be just what you need.

Our experienced engineers can offer assistance at many levels, from project design and analysis to coding of specialized functionality in Director and Flash; we can even modify the product for specialized functionality.

Contact our services team to find out more:

Phone: + 1 514 871 1333 Option 4
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Working with INM Impressario

This section covers concepts and practices that you will find useful while working with INM Impressario, such as:

- Navigation and scrolling
- Bookmarks
- Hyperlinks
- PDF forms
- Customization of PDF content
- Localization of the user interface
- Lingo syntax
- Managing errors

Navigation and Scrolling

INM Impressario provides horizontal and vertical scrollbars as an optional property of the Impressario member. By default they are "On", which means they are displayed when needed. The vertical scrollbar allows you to access all pages throughout the document. However, INM Impressario is designed based on a "single-page" display mode, which means that when you scroll down past the bottom of a page, the next page is loaded into the sprite; you do not see the two consecutive pages displayed at the same time.

The hand tool moves the current page within the Impressario sprite's rectangle. Dragging the hand to the bottom of the page does not automatically display the following page.

Setting the Page property allows you to navigate to a specific page in the document. To change the current page of an Impressario sprite, either set the sprite property Page directly in Lingo, or use one of the page navigation behaviors: GoFirst,Last,Next,Previous,
GoToPage
GoToPage from field.

Custom scrollbar graphics

If you don't like the look of the standard Impressario scrollbars, there is a vertical scrollbar behavior that comes with the Bookmarks castlib. It uses the bitmap members to implement vertical scrolling of the PDF document. To change the look of the scrollbar (for both Bookmarks panel and the Impressario sprite) all you need to do is replace the small bitmaps that are used to construct the buttons and background of the scrollbar. See Bookmarks to find out how to access this castlib.

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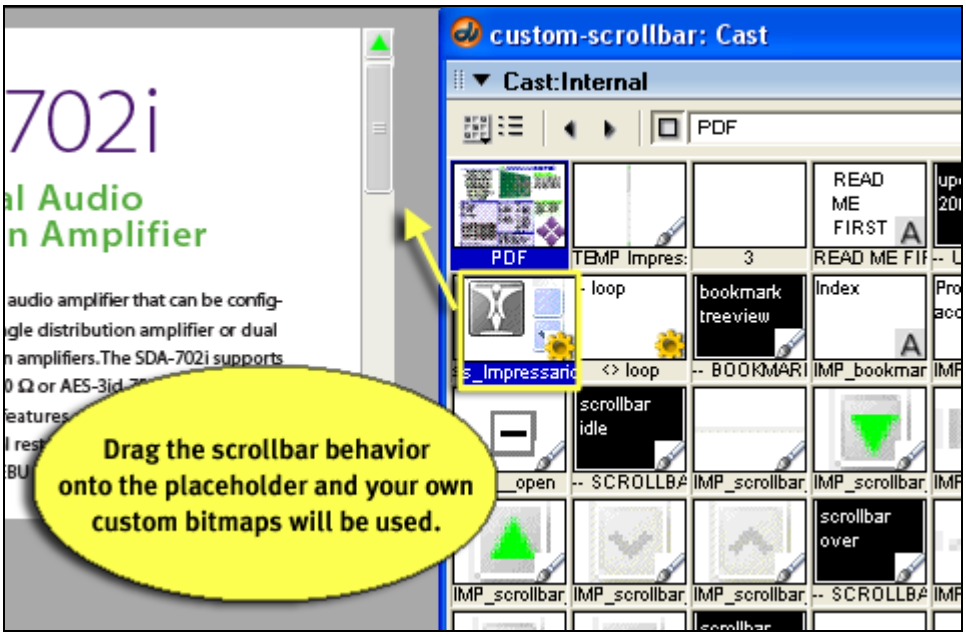

The Bookmarks castlib contains bitmap images that you can replace to create your own custom scrollbar.

Bookmarks

To help you implement bookmarks quickly, in any project, we have supplied a Lingo-based bookmarks panel that is very easy to use. Follow the steps below to implement bookmarks in your INM Impressario project:

1. **Copy** the **Bookmarks.cst** castlib file from Director's **Libs > INM Impressario Tools** folder to the location of your movie.
2. From the Director menu choose **Modify > Movie > Casts...,** click **Link...** and select the **Bookmarks.cst** castlib.
3. You need to have an Impressario sprite on stage in your movie before following the next steps.
4. Select the **Bookmarks-preview** bitmap member from the linked Bookmarks castlib and drag it onto the stage. Place it in a sprite channel below the Impressario sprite that will communicate with it. Resize it to the area in which you would like the bookmarks to appear; it's just a place-holder so it doesn't matter if the graphic becomes distorted.
5. Drag the Behavior script named **s_impressario bookmark navigator** onto the Bookmarks-preview sprite on stage.
6. In the parameters dialog, select the display options you desire.
7. Play your movie and see how it works!
8. When you deploy your movie, be sure to include the **Bookmarks.cst** file next to it.

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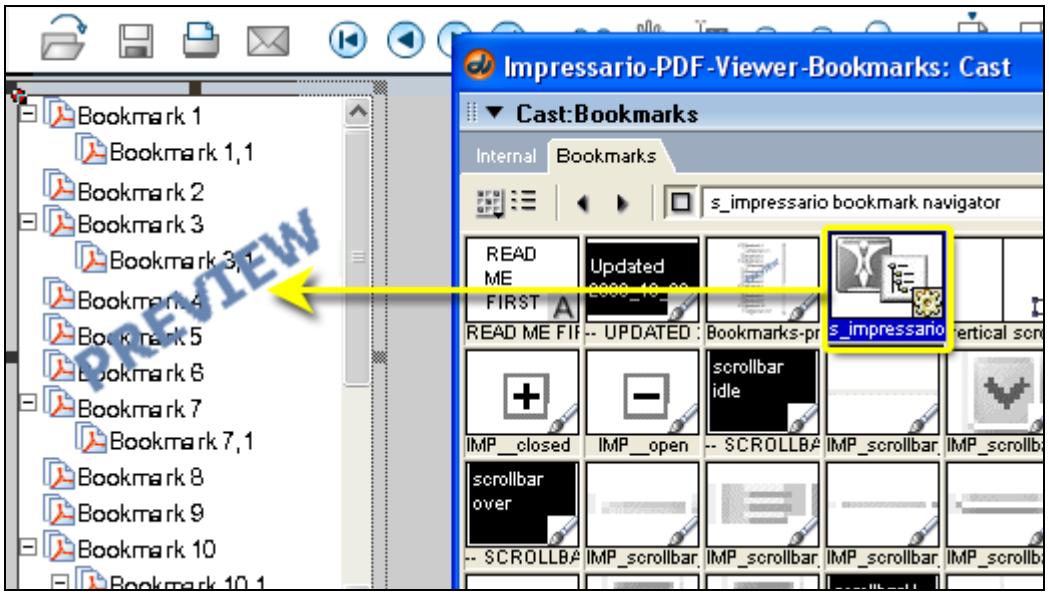
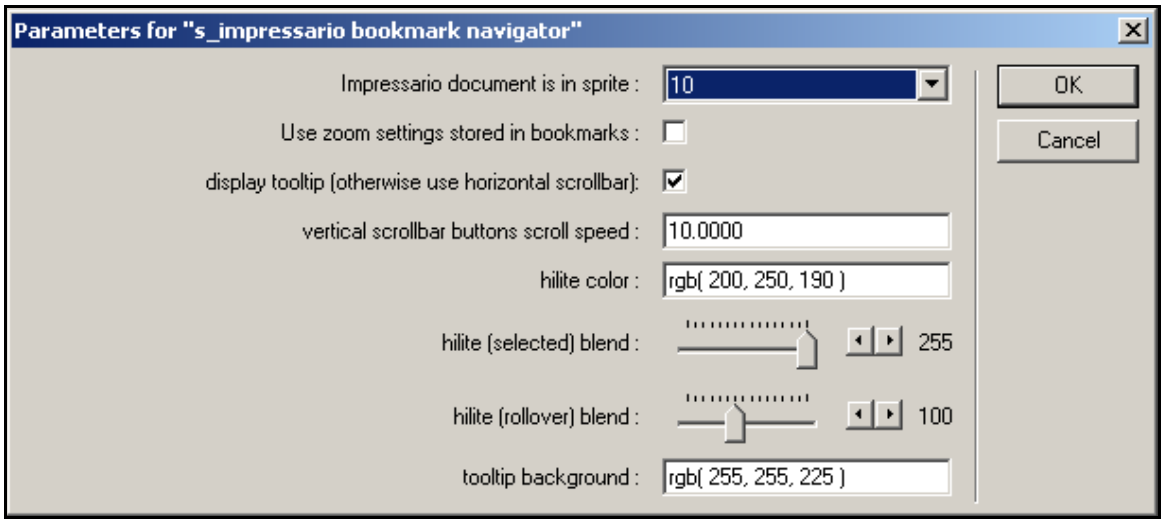


Drag the bookmark navigator behavior onto the Bookmarks-preview sprite

Bookmark behavior parameters

The bookmarks component has several parameters that allow you to customize the look and feel of the bookmarks:



Customize Bookmark behavior parameters

Impressario document is in sprite: Select the channel of the Impressario sprite that will be associated with this bookmark component.

Use zoom settings stored in bookmarks: If this option is checked, the zoom of the destination pages will be determined by each bookmarks'

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settings, as saved in the original PDF document. If left unchecked, the zoom setting will not change as you navigate.

Display tooltip: If this option is checked long bookmark names will be displayed as tooltips when your mouse hovers over them. If unchecked, a horizontal scrollbar will enable you to see bookmark names that are longer than the sprite rectangle.

Vertical scrollbar buttons scroll speed: This setting allows you to control the speed for vertical scrolling within the component.

Hilite color: The color used to highlight bookmarks.

Hilite (selected) blend: The degree of opacity used to highlight the selected bookmark.

Hilite (rollover) blend: The degree of opacity used to highlight bookmarks as your mouse rolls over them.

Tooltip background: The background color of the tooltips that show long file names (if this option is checked above).

Hyperlinks

INM Impressario supports hyperlinks as follows:

- **Links to places within the PDF document:** This link is specified as Goto Page in Acrobat. INM Impressario displays the destination view of the current document.
- **Links to external PDF documents**: This link is specified as Goto Page in Acrobat. INM Impressario displays the destination document and the precise page location, if one is specified.
- **HTTP links to PDF documents**: The destination PDF document is downloaded to a temporary folder and displayed within the Impressario sprite.
  The file remains on the local computer until the Director session is finished, so if the same document is called for multiple times within the same runtime session, the file does not need to be downloaded again.
- **HTTP links to non-PDF URLs:** The destination URL is opened in the default web browser.
- **Links to open a file**: INM Impressario attempts to open the application that is associated to the requested file, using the default file association of the operating system.

The **GoPreviousView()** and **GoNextView()** methods, or their equivalent Behaviors or Toolbar buttons, allow users to browse forward and backward between hyperlinks accessed.

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How to create links

When creating a link to another PDF document, you need to define the link using the action "Go to view" (Acrobat 5) or "Go to a page" (Acrobat 6 and 7), in order for the link to open within the Impressario sprite. If you use "Open a File", INM Impressario will launch the application associated with PDF documents on the user's system (in an external window). When prompted to set the view, open the destination PDF, locate the page and scroll to the desired point in the document.

Event triggered for hyperlinks Full Version

In the full version of INM Impressario you can have greater control over how hyperlinks are handled through Impressario's events. When an event, such as **#IMP_HyperlinkClick** is triggered, your Impressario sprite, or any Director object can trap the event and either tell INM Impressario to proceed as normal or do something else. This allows you to monitor and control how end-users interact with PDFs in your application.

For a complete listing of all INM Impressario events, see INM Impressario events.

PDF Forms Full Version

INM Impressario supports the following PDF form controls: single-line and multi-line text fields, check boxes, and radio buttons. Form controls can be edited manually or set via the Lingo member method, SetFields (member). Form data can be retrieved from a PDF form via the Lingo member methods, GetFields() and GetAllFields().

Data entry

Users can TAB forward and backward through the form controls within a PDF document. When the user tabs out of the last control visible within the Impressario rectangle, the page is automatically scrolled down so that the next control that has the focus is visible. Similarly, if the lower part of the page is visible and the user presses Shift+TAB go to a previous control on the same page, but outside the view, the page is automatically scrolled up.

When the user Tabs out of the last control on a page, if the document contains form controls on a following page, that new page is displayed and the next form control gains the focus. Similar behavior occurs when the user presses Shift+TAB to leave the first form control on a page.

Cut, Copy and Paste operations can be used in text fields in projector mode.

When editing text fields, INM Impressario uses a different algorithm to display text fields than Acrobat. Therefore, if the PDF document was last saved in Acrobat, you will see a slight shifting of text within the text fields when editing them with INM Impressario. If you save the PDF documents with INM

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Impressario and open them again with INM Impressario, you should not see any shifting of text.

Text entered in multi-line text fields is wrapped to the next consecutive line when it reaches the end of the current line. Use **Enter** or **Return** keys to skip to the next line within the field. Pressing the Tab keys moves the focus to the next control on the form. However, if there are Tab characters in text that is pasted into a multi-line field, those characters are retained.

Limitations on text fields

There are a few limitations on text fields:

- Single-line text fields are limited to **253 characters**.
- Multi-line text fields are limited to **1024 characters**.
- **Auto resizing** of fonts, as you type in a field, is not supported.
- **Formatting** (decimal, currency, etc.) of field data is not supported.
- **Calculated fields** are not supported.
- **Escape** (undo modification) is not supported.

Events triggered for form controls Full Version

The event **#Imp_KeyPress** is sent to the Impressario sprite when the user types into a form field.

The event **#Imp_MouseEnter** is sent to the Impressario sprite when the user's mouse just enters a form control in the PDF.

The event **#Imp_MouseWithin** is sent to the Impressario sprite at set intervals while the user's mouse is over a form control.

The event **#Imp_MouseLeave** is sent to the Impressario sprite when the user's mouse leaves a hyperlink.

The event #**Imp_GotFocus** is sent to the Impressario sprite when the focus moves to a control on a PDF form.

The event #**Imp_LostFocus** is sent to the Impressario sprite when the focus moves from one control to another on a PDF form. If the form control loses focus due to the document being closed, or the page being changed, the **#Imp_LostFocus** event is not sent – the developer must check the **#Imp_PageChanged** and **#Imp_DocumentChanged** events.

Password protected forms Full Version

In PDF documents that have no special permissions set, users can enter data manually and tab through the controls within a PDF page, as well as use the GetFields/SetFields methods.

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In order to access or change form controls within documents that have their permissions set to not allow copying of text, the developer must set the Password property of the Impressario member to the document "owner" password before setting its FileName property, to open the document. This will allow the user to edit form fields while in the Impressario movie.

For PDF documents that are not password protected, but whose form controls are set to ReadOnly, the SetFields() method will change the values of those form controls, but the user will not be able to change them manually.

PDF Notes Full Version

INM Impressario partially supports the Adobe Note object (also referred to as a Comment or Annotation). If a Note is present in your PDF document, a special note icon will appear at that location in the Impressario sprite.

When the user clicks this icon , the event IMP_MouseClick is triggered, allowing you to display the text of the note via a Lingo handler. For information on handling Note objects, see #IMP_MouseClick and other events in the section named Events for Form Controls and Hyperlinks.

Customization of PDF Content Full Version

The full version of INM Impressario 4 allows you to generate or change the content of a PDF document in the following ways:

- Generate a new PDF document (text and images) based on an existing PDF document that serves as a template.
- Set the text of form controls within an existing PDF document
- Replace images within an existing PDF document
- Insert, delete or move pages and merge pages from multiple PDF documents.

Customization of content is such a large and specialized topic that we have devoted an entire section to it in the user manual. See PDF Generation and Customization.

Displaying Line Art, Text and Images

By default, INM Impressario sets the display of text, line art and images to "anti-aliased" or smooth. However, for certain documents you may find it useful to turn on or off the anti-aliasing of text, line art or images separately. Use Impressario's global method, IMP_SetSmoothing() to set the anti-aliasing (smoothing) for your specific needs.

Examples:

```
-- Lingo syntax
```


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```
-- to display a document with line art smoothly
IMP_SetSmoothing([#SmoothText:True, #SmoothLineArt:True,
   #SmoothImages:False]
-- to turn off anti-aliasing of line art
IMP_SetSmoothing([#SmoothText:True, #SmoothLineArt:False,
   #SmoothImages:True]


// JavaScript syntax
// to display a document with line art smoothly
lParams = propList("SmoothText",1, "SmoothLineArt",1 ,"SmoothImages",0);
Imp_SetSmoothing(lParams);
// to turn off anti-aliasing of line art
lParams = propList("SmoothText",1, "SmoothLineArt",0 ,"SmoothImages",1);
Imp_SetSmoothing(lParams);
```

See IMP_SetSmoothing (global) for details.

Localization of the User Interface

INM Impressario allows you to customize the language of messages that appear at runtime, such as the text of error and warning messages, and the Find dialog box.

The folder named **Locales**, within the Impressario Runtime folder, contains XML-formatted files for English, French and German. These files include the tags and text of all the error and warning messages that INM Impressario displays at runtime.

You can add your own XML language files, following the format of those existing files, or edit them to customize the messages that appear for your end-users.

To add your own language file, or edit one of the existing files, use any text editor that can **save the encoding as UTF8**. Microsoft Excel 2003 has some nice XML editing capabilities that make it easy to separate the strings to be changed from the XML tags.

When you publish your movie, create a folder named **Locales**, next to your projector or Shockwave DCR file and place your language files in that folder. This is especially important when deploying Shockwave movies, because INM Impressario will need to download the files from that location. The files in the folder closest to your movie will override the ones installed with INM Impressario.

Tell INM Impressario which language file to use

To tell INM Impressario which XML language file to use, call the global method **IMP_SetLanguage()**, on the StartMovie script.

Example:

```
on StartMovie
```


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```
    -- set the language to German; the file name is "de.XML"
    IMP_SetLanguage("de")
End

// JavaScript syntax
 function startMovie () {
    // set the language to German; the file name is "de.XML"
    Imp_SetLanguage("de");
 }
```

You can even switch between languages at runtime, so you can offer your end-users a choice of which language they prefer to use.

See IMP_SetLanguage (global) for additional details.

Scripting with Impressario

The code examples in the Properties and Methods sections of this manual are provided in both Lingo and JavaScript syntaxes. Note that JavaScript is case sensitive, so method and property names must be typed exactly as they appear.

In these sections, the parameter designated by "*whichMember*" is a reference to a member of type Impressario. It can be specified using the member name or its number in the cast.

Lingo examples:

```
member("myImpressarioMember").Pathtype = #RelativeToMovie
member("myImpressarioMember").FileName = "BigFile.pdf"
member(5).FileName = "BigFile.pdf"
theStatus = member(5).GetStatus()
-- if you know the sprite channel, but not the member name
sprite(mySprite).member.Pathtype = #RelativeToMovie
```

JS examples:

```
member("myImpressarioMember").Pathtype = symbol("RelativeToMovie");
member("myImpressarioMember").FileName = "BigFile.pdf";
member(5).FileName = "BigFile.pdf";
theStatus = member("myImpressarioMember").GetStatus();
// if you know the sprite channel, but not the member name
sprite(mySprite).member.Pathtype = symbol("RelativeToMovie");
```

The *whichSprite* parameter is a reference to a sprite of type Impressario. It can be specified using the sprite channel number.

Lingo examples:

```
sprite(mySpriteNum).Page = 15
```


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```
mytext = sprite(5).GetPageText()
```

JS examples:

```
sprite(mySpriteNum).Page = 15;
myText = sprite(5).GetPageText();
```

Managing Errors

Managing error conditions is extremely important to the success of your project. INM Impressario generates two levels of error conditions: Errors and Warnings. Errors are more serious than warnings; they are generated when, a function cannot be executed that is critical to the application, such as the inability to open a document. Warnings, on the other hand, occur when the operation attempted cannot be executed, but the general functionality of your application is not compromised, such as when a document page number is requested that is not present in the document.

Setting the global alert level

By default, INM Impressario alerts the user at runtime when *any* error or warning occurs with an Impressario member or sprite. You can, however, elect to automatically display only errors (not warnings), or no errors at all, by calling the global method **IMP_SetAlertLevel().** This method can only be called through Lingo (or JavaScript), because changing the default Alert level implies that *you* must control error checking at the Lingo level. If you are not comfortable scripting in Director, do not reset the default Alert level.

Checking for errors

If you decide to set the alert level to #Critical (no warnings) or #None, you must check for, and handle, errors in Lingo, throughout your application. Not only should you check for errors that may occur under extreme cases; error checking is necessary to the normal functioning of a project. For instance, an error is generated when INM Impressario tries to open a PDF file with the incorrect password. By checking for such an error, your movie can provide a way for the user to enter another password and try again.

As a general rule, each time you call an Impressario sprite or member property or method, check the error status of the corresponding Impressario object. For example, after setting the **Filename** property of an Impressario member, call the GetStatus() member method to determine if the document has opened successfully. The most probable causes for a document to fail to open are incorrect **Filename**, **PathType** or **Password**.

Lingo example:

```
-- open a PDF document
member("myGreatDoc").PathType = #RelativeToMovie
member("myGreatDoc").FileName = "PDFs/theVision.PDF"
```


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```
-- generic error-checking on the member
if member("myGreatDoc").GetStatus() <> 0 then
    --  display the error message
    alert member("myGreatDoc").GetError()
    --  you could, alternatively, call a more specific error handler
    exit
else
    --  continue normal execution
end if
```

JavaScript example:

```
// open a PDF document
member("myGreatDoc").PathType = symbol("RelativeToMovie");
member("myGreatDoc").FileName = "PDFs/theVision.PDF";

// generic error-checking on the member
if (member("myGreatDoc").GetStatus() != 0) {
    // display the error message
    _player.alert(member("myGreatDoc").GetError());
    //you could, alternatively, call a more specific error handler
    abort();
} else {
    // continue normal execution
}
```

Ensure the correct PathType

The error code -10 indicates that the specified file was not found. This may mean the file is really not in the location specified, or it may mean that the **PathType** property is not set correctly to match the **Filename** specified. The safest thing to do is always set the member's PathType property each time you set the Filename property. Then, if you receive the error code -10, your project can take appropriate action.

Check for correct Password

The error code -11 indicates that the password property of the member does not match the password needed to open the document. If this is the case, you can display a dialog box that allows the user to enter the correct password at run-time. Note that you must then set the Filename property again to open the document.

Lingo example:

```
member("myGreatDoc").PathType = #RelativeToMovie
member("myGreatDoc").FileName = "PDFs/theVision.PDF"
if member("myGreatDoc").GetStatus() <> 0 then
```


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```
    -- check the password using custom handler
    if CheckPassword("myGreatDoc") = "PasswordError" then
       alert("Sorry. The password you entered is not correct.")
       exit
    end if
else
    -- continue normal execution
end if

-- check for password error and allow user to enter it
on CheckPassword myMember
  errorCode = member(myMember).GetStatus()
  if (errorCode = -11) then
    -- give the user three chances to enter a password
    numChances = 3
    repeat with i = 1 to numChances
      -- open a dialog box that allows the user to enter the password
      member("passwordTextbox").spriteNum.visible = true
      -- set the member password to the text entered by the user
      member(myMember).Password = member("passwordTextbox").text
      -- set the filename property again to open the document
      member(myMember).FileName = myFilePath
      if (member(myMember).GetStatus() = 0) then
        return("OK") -- the passowrd was correct
      else
        alert("Incorrect password. Please try again.")
      end if
    end repeat
    return("PasswordError")
  else
    return(errorCode) -- it was a different file error
  end if
end CheckPassword
```

JS example:

```
// open a PDF document
member("myGreatDoc").PathType = symbol("RelativeToMovie");
member("myGreatDoc").FileName = "acroHelp/Document1.pdf";

// generic error-checking on the member
if (member("myGreatDoc").GetStatus() != 0) {
  // check the password using custom handler
  if (CheckPassword("myGreatDoc") == "PasswordError") {
     _player.alert("Sorry. The password you entered is not correct.");
     abort();
  }
```


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```
} else {
    // continue normal execution
}



// check for password error and allow user to enter it
function CheckPassword (myMember) {

  errorCode = member(myMember).GetStatus();

  if (errorCode == -11) {
    // give the user three chances to enter a password
    numChances = 3;
    myFilePath = member(myMember).FileName;

    // repeat with i = 1 to numChances
    for (i=1; i<=numChances; i++) {
      // open a dialog box that allows the user to enter the password
      member("passwordTextbox").spriteNum.visible = 1;

      // set the member password to the text entered by the user
      member(myMember).Password = member("passwordTextbox").text;

      // set the filename property again to open the document
      member(myMember).FileName = myFilePath;
      if (member(myMember).GetStatus() == 0) {
        return("OK"); // the passowrd was correct
      } else {
        _player.alert("Incorrect password. Please try again.");
      }

    } // for loop
    return("PasswordError");

  } else {
    return(errorCode); // it was a different file error
  }

} // CheckPassword
```


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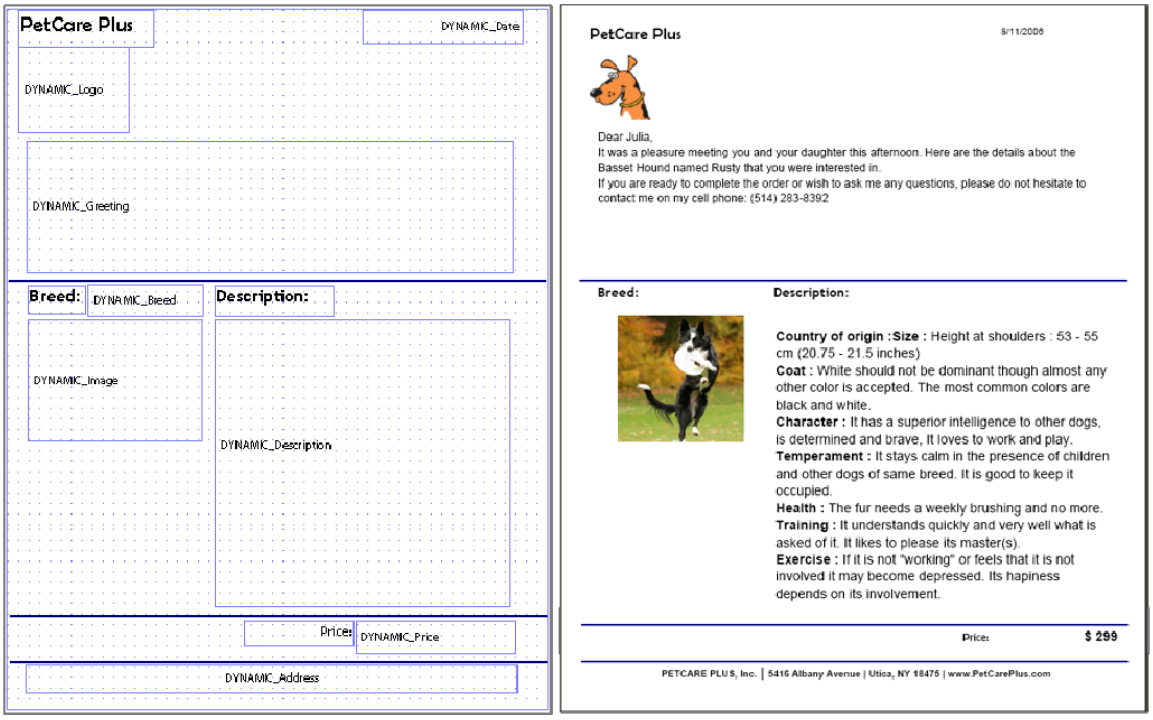
Generating PDFs via templates *Full Version*

If you are looking for a way to print content that is dynamically generated in your application at runtime – whether it is text entered manually by the user, data from a database, or content that is stored in another format in Director – you can print it in the fonts you want, and using the layout you choose.

In order for INM Impressario to generate a PDF at runtime, you need to create one or more PDFs that will serve as templates. These template PDFs are created in Adobe Acrobat at authoring time. The templates consist of:

- **static items**- text and images on the page that will be drawn, as is, in the generated PDF, such as a corporate logo and perhaps a title on the first page
- **placeholder items** - form fields that will define the locations and bounding rectangles of text and/or images, which will be dynamically inserted at runtime. The placeholder form fields are removed from the PDF that is created.



Simple PDF customization template with DYNAMIC_ placeholders,

and final content inserted at runtime

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Placeholder items in PDF templates

Placeholder items in a PDF template can be replaced by HTML-formatted text, an image or a fill color in the generated PDF document at runtime, depending on the Lingo methods used. There are four types of placeholder items which are PDF fields that are treated differently by INM Impressario, based on their naming conventions:

- **Dynamic items**
- **Repeating items**
- **Sliding items**
- **Page items**

Dynamic items

These items are replaced by text or images once per document, when you call the **InsertText()** or **InsertImage()** methods. They will always appear at the page location where they were placed in the template.

The field name representing a dynamic item must be prefixed by the word **DYNAMIC_** (not case-sensitive).

Repeating items

These items will be repeated vertically within the generated PDF document. You can only insert repeating data once per PDF, by calling the method **InsertRepeating()**.

The field names representing repeating items must be prefixed by the word **REPEAT_** (not case-sensitive).

There can only be one set of repeating items within a PDF template, and all repeating items must be fully enclosed by a two bounding fields:

- **REPEATLINE** defines the height of the repeating section of the PDF. This allows you adjust the vertical spacing between each repeated set of values.
- **REPEATREGION** must enclose all the REPEAT_ items and the REPEATLINE field, as well as all SLIDING_ items that follow. This region should not overlap any Page_ elements or other items that you do not want to cover with repeating or sliding items.

  If you expect repeated items to extend onto the following page, include another field named REPEATREGION2 on that page, but do not include the REPEAT_ items, REPEATLINE or sliding elements again on that new page of the template.

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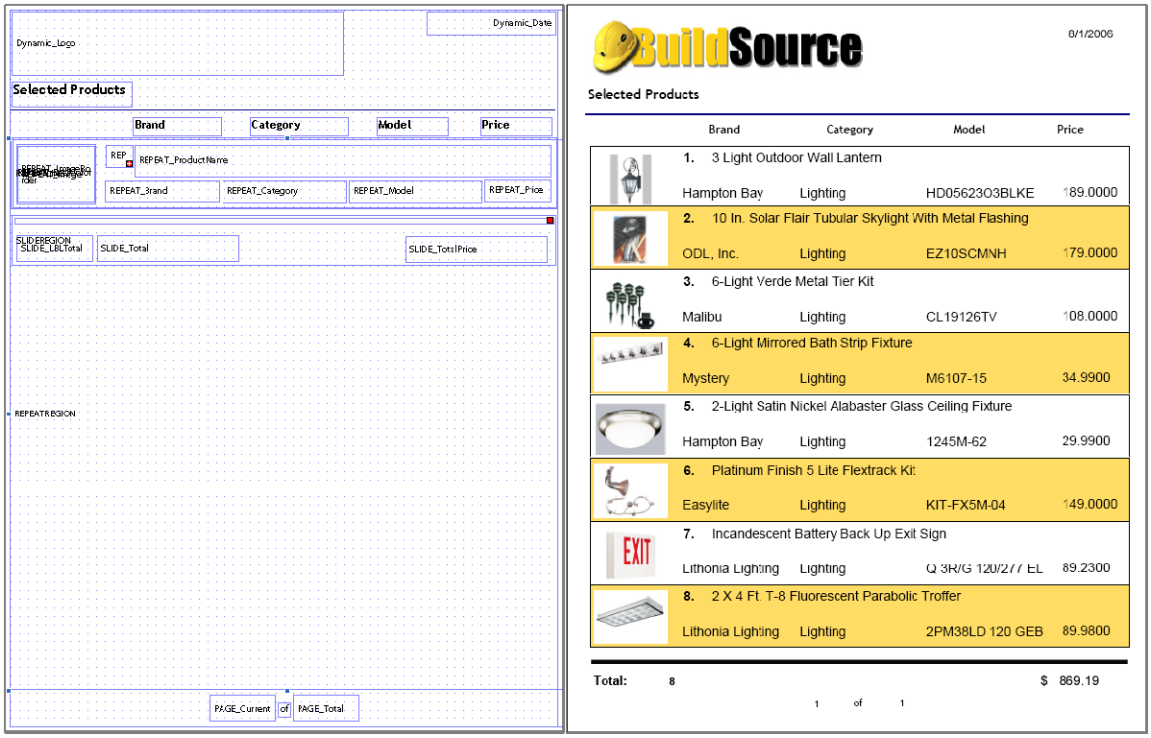

PDF template with repeating placeholders defined,

and final content inserted at runtime

You can only call the **InsertRepeating()** method once during PDF generation. You pass it a 3-level nested list containing all the data that will be inserted into the REPEATREGION:

At the inner-most list level is a property list of the format [#Name: <placeholder_fieldname>, #Value: <data_to_insert>, #options: <drawing_options>], which specifies what to insert into one of the REPEAT_ placeholder items. You have to specify one of these property lists for each REPEAT_ item within the REPEATLINE; this gives you the second level of the nested list structure. Finally, at the outermost level of the nested list, you have one list per set of repeated items.

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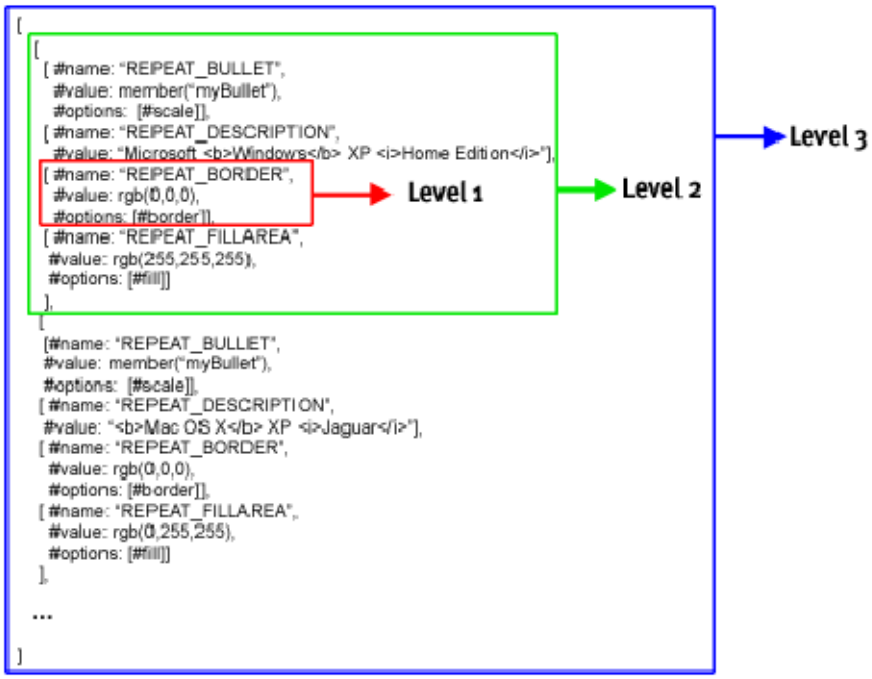
Example list structure for the REPEATREGION:



Example list structure for a REPEATREGION:

Sliding items

These items must be inserted in the PDF template below the section of repeating items. They are like dynamic items in that they are only drawn once. However, the position they occupy within the generated PDF depends on the number of repeating items that precede them.

The field names representing sliding items must be prefixed by the word **SLIDE_** (not case-sensitive).

Sliding items must all be enclosed by a field that is named **SLIDEREGION** in the template. The SLIDEREGION rectangle must lie completely within the REPEATREGION rectangle. If there is no REPEATREGION, there cannot be any SLIDEREGION.

The method used to set the values of sliding items is **InsertSliding()**.

Page items

These are items that you want to appear at the same position on each page of the final PDF document, such as information in the Header and Footer.

The field names representing page items must be prefixed by the word PAGE_ (not case-sensitive).

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Here are some examples of useful page items:

- PAGE_LOGO: an image representing the company logo
- PAGE_TITLE: the title of the document
- PAGE_CURRENT: a field representing the current page number
- PAGE_TOTAL: a field representing the number of pages in the document

The method **InsertPageItems()** is used to set the values of text and images within PAGE_ placeholders on each page of the newly created PDF, with two exceptions: placeholders named **PAGE_CURRENT** and **PAGE_TOTAL** are reserved for automatically calculating the current page and total pages throughout the entire PDF document. These values are set using the method **InsertAutoValues()**. In addition to setting these auto values during the process of creating your PDF, if you insert or remove pages from your generated PDF document, you can call InsertAutoValues() to re-calculate the values on each page of your PDF document.

Limitations concerning placeholder items:

- Text will automatically wrap when reaching the right side of the bounding rectangle.
- If the text length exceeds the bounding rectangle size, the text will be truncated.
- The bounding rectangle should be tall and wide enough to fit at least one line of text. If a rectangle is too small, no text will be drawn at all.
- If a placeholder is positioned outside of the page boundary, it will not be drawn at all.
- Text and images cannot be rotated within the template placeholder rectangle.

Samples for Creating PDFs from Template

There are two sample projects on our website that demonstrate the creation of PDFs based on templates:

- **Creating a PDF Proposal** uses Dynamic_ placeholder fields to print a proposal that is tailored to the client at runtime.

Download the samples here:

http://www.INM.com/products/Impressario/samples/

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Customizing content in an existing PDF Full Version

As opposed to generating a new PDF document based on a template, if you just need to add or insert a few lines of text or an image to an existing PDF at runtime, you can use the techniques described in this section.

Customizing text within a PDF Full Version

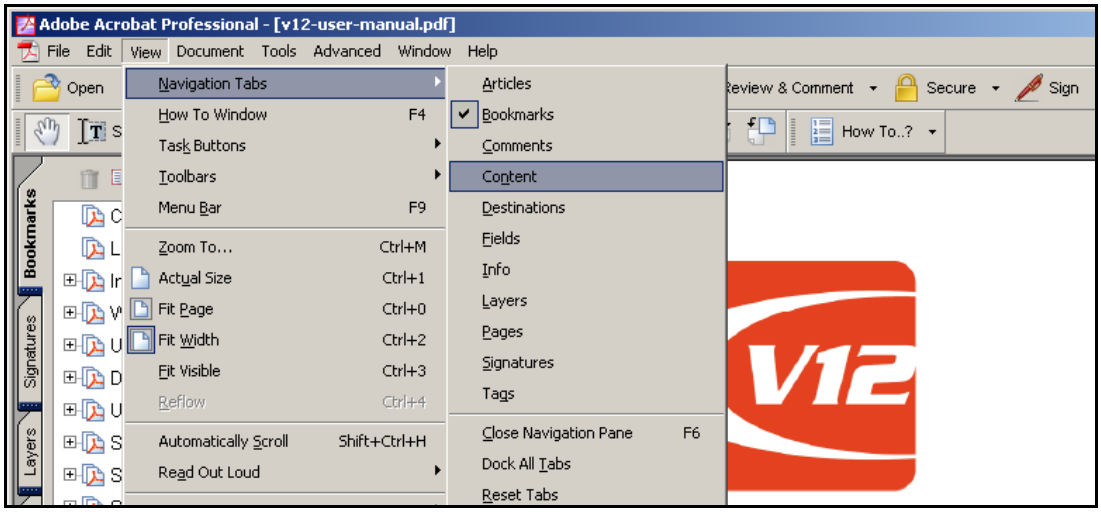
To edit a fixed portion of an existing PDF document, such as adding a name and address on a form letter, you can create text fields within your PDF document in Acrobat, with field borders set to NONE. These form fields can then be filled from your Director application using the **SetFields()** method, or they can be filled in directly by end-users. The customized PDF document can then be saved under a new name, printed, or e-mailed.

Customizing images within a PDF Full Version

Using the **ReplaceImage()** method, you can replace existing images within specified "containers" in an existing PDF document. Creating container objects within the PDF requires a bit of preparation. You need to have Adobe Acrobat 6 or higher (full version) in order to create container objects.

Follow these steps to create a container and place your image object(s) inside it:

1. Open the document in Acrobat, then select the menu **View/Navigation Tabs/Content** in order to see the objects in the PDF document:



2. Select the **"Content"** tab in the newly opened window. Find the image to be replaced in the list of objects:

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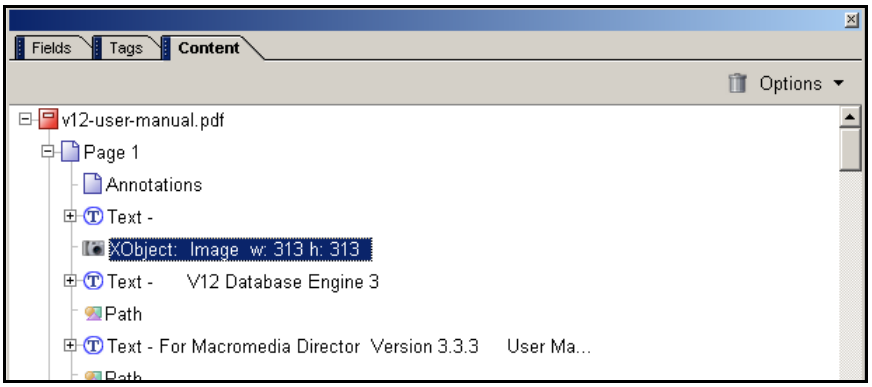
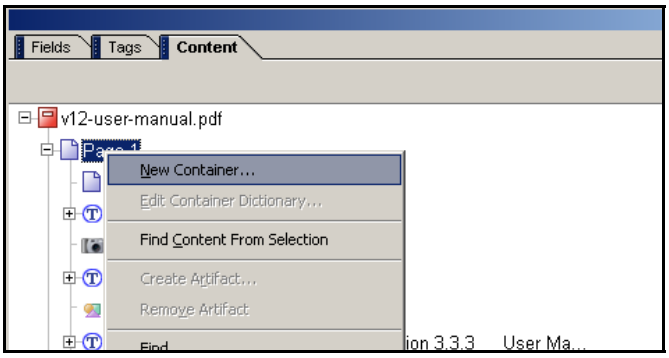
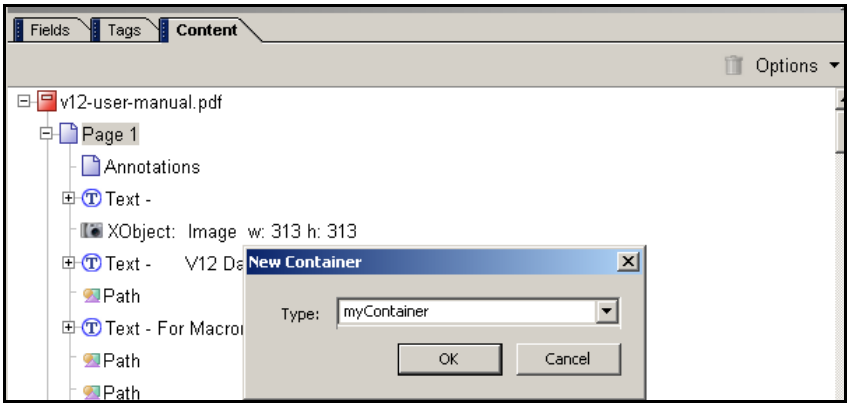


3 Right click the desired page (in this case, **Page 1**) and select **"New Container..."**



4 Identify the container with a relevant name that will uniquely identify the image. In our example, we will use **"myContainer"**. Click **OK** after you entered the name. A new empty container is added to Page 1.
This is the name that will be used to identify the image from INM Impressario.



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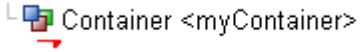
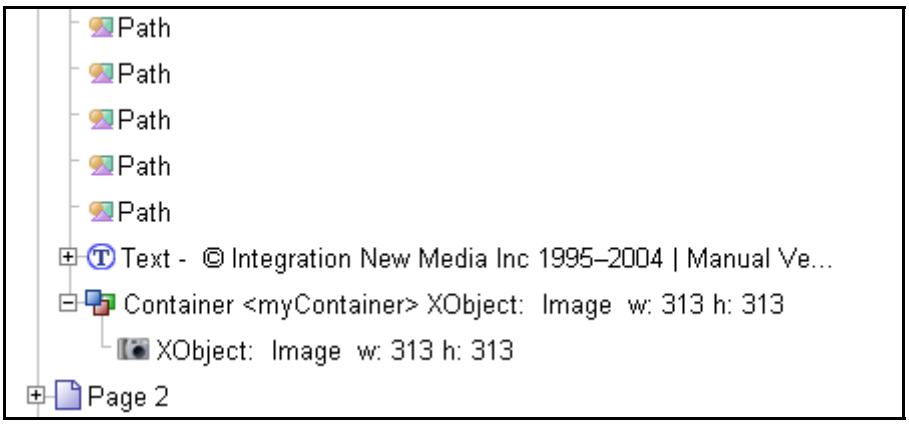
5 Click the icon of the desired image object and drag it onto the new container with the mouse.



Make sure the red arrow appears under the container when you let go of the mouse. This indicates that the dragged object will be a "child" of the container. If the red arrow does not appear, click the background to deselect the image object; and try it again starting from the image icon.

6 The end result looks as follows:



As you can see, the Image object is now a child of the container **"myContainer"**.

Notes:

- The ReplaceImage() method replaces the first image within the container specified.
- If there are multiple containers with the same name, all of the containers will have their first images replaced.
- The replacement image will be stretched or shrunk to the dimensions of the original container image.
- Since the resolution of Director image objects is 72 DPI, if you are inserting an image to be printed at 300 DPI, your replacement image will need to be roughly 4 times the size of the original image in pixels.
- Vector images cannot be assigned to containers and therefore cannot be replaced using ReplaceImage().

See ReplaceImage (member) for details on how to replace the image within the container at runtime.

Note: With INM Impressario versions 3 and 4, a new method **InsertImage()** was added to INM Impressario. This method allows you to insert an image into a new PDF document that is generated from a PDF template. For more information on this new method, see Generating PDFs via templates.

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Inserting, deleting and moving pages Full Version

The method **InsertPages()** allows you to insert pages from one PDF document into another at a specific place in the document. **DeletePages()** allows you to specify pages of a PDF document to delete. **MovePages()** allows you to change the order in which a page appears within the PDF document. For more details, see the descriptions of these methods in the INM Impressario methods section.

General notes on modifying PDFs

- When you make changes to a PDF document, the changed document stays in Director's cache. Therefore, if you navigate to a different frame of your movie and then back to the PDF, you will see the changes, even if you never saved the document or if you saved it under a different name.
- To display the changes that were last saved in your PDF, change the Impressario member's FileName property to empty (""), and then change it back to the one you want to display.
- If you are inserting text with a specific font, the font must be available on the end-user's system.

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Delivering Your Project

INM Impressario projects must be delivered with the Xtra and all necessary library files. The base PDF Library files weigh approximately 10 MB. The Resources folder contains another 7 MB on Windows and 30 MB on Mac. However, you may not need to deliver all files in the Resources with your projector. See the following section, How to reduce the resource files needed below, for details.

How to Reduce the Resource Files Needed

The Resources contains the folders: **Fonts** and **CMaps** (Character Maps) on Windows, plus an additional **Unicode** folder on Mac. If you embed all fonts within your PDF documents, you should not need to include the Resources when distributing your project. However, for certain functionalities, such as form-filling or creation of PDFs, the Resources may still be needed. The best way to know is to test your entire project – all PDFs – without the Resources and see if it functions correctly.

Fonts

When your PDF documents are created, it is recommended to embed all fonts used within the documents, especially if the fonts are not commonly found on most end-users' machines.

In case you have no control over the way the PDFs are published, there is a Fonts folder supplied with INM Impressario. It ensures that the documents will appear correctly on any system, even if they are not embedded within the PDF.

However, if your PDF documents require special fonts and they are not embedded within the documents, you will need to add them to the Fonts folder before distributing your project. If you do not, the application will need to substitute them with an appropriate "multimaster" font. This is only an option for typefaces; symbol fonts must be present, as their glyphs cannot be simulated with a "multimaster" font.

If you are distributing special fonts with your project, make sure you have any required distribution licenses.

CMaps files

The files in the CMaps folder contain the various character mappings that are used to map input keystroke values to the appropriate output "glyph".

Due to the number of CMaps files and the sum of their individual sizes, your projector can become bloated if you include them unnecessarily. Therefore, if

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they are not needed for your project, you may be able to exclude them from the projector's Xtras folder.

If your project only involves viewing and printing PDF documents and the fonts are embedded within the document, you can safely remove all the CMaps files. However, if your PDF document contains form fields, you may need the CMaps files to map the users' keyboard strokes into the appropriate display characters or glyphs.

For more information on the contents of the CMaps folder please refer to the INM Impressario Knowledgebase.

Creating a projector on Windows

1. Click **File > Create Projector...** and create the projector (.exe).
2. Copy the entire folder named **Runtime** to a folder named **Xtras** next to your projector.
3. Remove the **Resources** sub-folder if your application doesn't require it (see How to reduce the resource files needed).
4. There is a sub-folder named **Place Beside Projector** inside the Runtime folder. Move the two DLL files (msvc71.dll and msvr71.dll) from that folder right next to your .EXE file.
5. If you are using your own language XML files (for localization of INM Impressario messages), make sure they are included in the folder named **Locales** within the Runtime folder.
6. Make sure to include your PDF files in the location where they are accessed by your movie.

Creating a projector on Mac OS X

1. Click **File > Create Projector...** and create the projector.
2. Copy the **Impressario** Bundle to a folder named **Xtras** next to your projector.
3. If your project requires the **Resources** (Fonts, C-Maps, Unicode), copy those three files to the Contents sub-folder of the Impressario Bundle.
4. If you are using your own language XML files, copy them to the folder named **Locales** next to your projector.
5. Make sure to include your PDF files in the location where they are accessed by your movie.

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Distributing Cross-platform Projects on CD-ROM

Regardless of which version of Director you use, if you are creating a cross-platform CD, you will need to create a separate **Xtras** folder for each of your projectors, containing the correct Impressario **Runtime** folder for that platform. The contents of the Impressario Runtime folder are the INM Impressario Xtra itself, the necessary PDF Library files (DLLs), and optional Resource files (Fonts and CMaps), if needed.

Note: In order to be accessible on Mac, make sure the CD name is not longer than 32 characters.

For more details on creating cross-platform projectors from Director MX 2004 and higher, see the knowledgebase article on our site named "How to publish projectors for cross-platform distribution".

Distributing INM Impressario Shockwave Movies *Full Version*

INM Impressario full version supports Shockwave distribution for Windows and Mac OS X.

When the Shockwave movie is launched for the first time, INM Impressario and all needed DLL files are automatically downloaded from a VeriSign approved package, and installed on your end-users' computers. VeriSign is a standard means of downloading software from secure sources. Users have the choice of allowing or refusing the installation.

The total file size of the VeriSign package is around 6Mb, so it is a good idea to notify your end-users that they must click OK when prompted to download it, and that they may have to wait several seconds before the application begins. Download times will vary depending on the connection speed.

Note: The CMaps folder, containing character encoding information for Chinese, Vietnamese, Japanese and other non-Roman character sets is not downloaded in the Verisign package. Therefore, forms applications using these fonts are not supported in Shockwave. However, if all fonts are embedded and subset within your PDF documents, and there are no form fields, the PDF documents should be displayed correctly in the Shockwave movie.

Auto-downloading INM Impressario for Shockwave *Full Version*

Before publishing your INM Impressario Shockwave movie, you need to give it instructions on where to download the INM Impressario package. You do this by adding a few lines of text to the file named **Xtrainfo.txt,** which is located in "**Adobe Director 11\Configuration**".

1. Open the Xtrainfo.txt file in any text editor.

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2 Go to the link below and get the updated Shockwave auto-installation text for the Xtrainfo.txt:
http://www.INM.com/support/impressario/release-history/

Everything in square brackets must be on a single line without line breaks.

3 Launch Director and open your movie.

4 Choose **Modify > Movie > Xtras**.

5 If Impressario is not in the list, click **Add**. Choose Impressario.x32 (Win) or Impressario (Mac) and click **OK**.

6 Click and highlight the Impressario Xtra in the Xtras list.

7 Check the **"Download if Needed"** checkbox.
At this point, Director will try to validate the URL of the INM Impressario download package and will report any errors.

Important note: Whenever you download a new version of INM Impressario, copy/paste the updated Shockwave auto-installation text to the Xtrainfo.txt file from our website at: http://www.INM.com/support/impressario/release-history/.

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Providing for Accessibility

According to the U.S. Census Bureau, nearly 20% of the United States population has some sort of disability, such as visual, hearing, cognitive, or motor impairment. As the population ages, the proportion of people with disabilities grows higher.

Accessibility standards, including Section 508 of the U.S. Rehabilitation Act, and the W3C Web Content Accessibility Guidelines, usually pertain to web-based content, because it is aimed at the general public. However some CD- and kiosk- based applications must also provide for accessibility by hearing, sight and motor-impaired individuals. Making your application accessible to the widest possible audience has many benefits – for instance, the more people that can use your application the more sales you can make.

INM has taken accessibility into consideration when designing INM Impressario. INM Impressario contains some accessibility features that are built-in, such as keyboard shortcuts, and others that you may implement using Director's built-in accessibility features.

For more information on guidelines for accessibility in software, visit the following links:

http://www.adobe.com/macromedia/accessibility/508standards.html

http://www.w3.org/TR/WCAG/

W3C priority 1 checkpoints

Keyboard Shortcuts

Impressario sprites will, by default, respond to keyboard shortcuts that the user types. This allows users who cannot use the mouse to navigate and interact with the document. The INM Impressario keyboard shortcuts are a subset of those used by Adobe Reader.

Using the SetKeyResponse() method, you can tell INM Impressario to ignore all keyboard shortcuts or a subset thereof.

Note: Some keyboard shortcuts only work in **projector mode**, because Director traps them at authoring time.

This table shows the keyboard shortcuts and the commands they implement on both Windows and Mac. Rows highlighted in blue are shortcuts that only work in projector mode.

Command	Windows keys	Mac keys
Previous page	Page Up key, Left Arrow	Page Up key, Left Arrow
Next page	Page Down key, Right Arrow	Page Down key, Right Arrow

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First Page	Home	Home
Last Page	End	End
Scroll Up	Up Arrow	Up Arrow
Scroll Down	Down Arrow	Down Arrow
Go to next form control or next hyperlink in document	TAB	TAB
Go to previous form control or previous hyperlink in document	Shift+TAB	Shift+TAB
Select text of current page	Ctrl+A	Command+A
Copy selected text to clipboard	Ctrl+C	Command+C
Cut selected text from an editable text field	Ctrl+X	Command+X
Paste text of clipboard to an editable text field	Ctrl+V	Command+V
Open the Find dialog box	Ctrl+F	Command+F
Open the Print dialog box	Ctrl+P	Command+P

Using Director's Accessibility Features

With Director MX and higher, there are Accessibility behaviors that allow you to create Section 508- compliant projects. Using these behaviors requires some effort and experience. Therefore the easiest way to learn how to use them is by viewing and examining a Section 508 compliant sample.

We have created a Director sample movie that specifically addresses this issue, called Impressario-Accessibility. Download this sample at:

http://www.INM.com/products/impressario/samples/

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INM Impressario Properties

Many of the properties of the INM Impressario API are common to both Impressario members and sprites. However, there are important distinctions, which will help you to know which properties to use in which circumstances.

Differences between Member and Sprite properties

The Impressario member properties are exactly the same ones that appear in the Impressario Member Properties dialog box (and Property Inspector). They are used to control how the document **initially** appears when it is displayed.

Sprite properties are used to access and modify the **current** properties of the PDF document displayed in the sprite. Once the document is opened, the sprite properties are usually used to navigate through the document and **dynamically** change the appearance of the document on stage.

Impressario members work as Flash Asset members do. Changing the sprite properties does not affect the initial settings of the member. However, changing the member's properties will change the sprite properties of all sprites that refer to that member.

For example, if you change just the `Filename` property of an Impressario member and there are two sprites on stage, which each reference that same member, the PDF document displayed in both sprites will change to the new one. However, if the sprites' Page properties are different, they will each show a different current page of that PDF document. On the other hand, if you change the Page property of the member, both sprites will display the same page.

AutoDownload (member) *Full Version*

Syntax

`Set: member(`*`whichMember`*`).AutoDownload = T/F`

`Get: myAutoDownValue = member(`*`whichMember`*`).AutoDownload`

Description

Boolean value. If True, hyperlinks to PDF documents on the Internet will be automatically downloaded when clicked (unless the IMP_AutoDownloadRequested event is trapped and the action is terminated). If the value is set to False, INM Impressario's default behavior will be to treat URLs containing PDF documents as it would other URLs, and launch them in the associated web browser.

Set: This property can be set individually for different Impressario members. Only hyperlink clicked within the Impressario member *`whichMember`* are affected.

Get: This property can be retrieved individually for different Impressario members.

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Default value: TRUE.

Note: If you are using the Light version of INM Impressario, this property has no effect. It is always considered as if False.

Lingo examples

```
-- set the AutoDownload property to False for an Impressario
    member
member("myPDF").AutoDownload = FALSE
-- if desired, you can create an event handler, "on
    IMP_AutodownloadRequest", and allow specific files to be
    downloaded
```

JS examples

```
// set AutoDownload property to False for an Impressario member
member("myPDF").AutoDownload = 0;
```

See also IMP_AutodownloadRequest

Filename (member)

Syntax

```
Set: member(whichMember).Filename = whichLinkFile
Get: myPDFfile = member(whichMember).Filename
```

Description

String value. Get/Set the name of the PDF file associated with the member. This is strictly a member property; there is no sprite property equivalent.

Set: Links a specific PDF file to Impressario member, *whichMember*. *WhichLinkFile* can be an absolute path or relative to movie.

When Filename is set, the pathType property must specify whether the path is absolute or relative.

Get: Returns an Absolute path when the PathType property is #Absolute; returns a Relative path when the PathType property is #RelativeToMovie.

Default value: Empty string.

Lingo examples

```
-- pathType is absolute
member("myPDF").PathType = #Absolute
set the Filename of member "myPDF" to the moviepath &
    "MyDoc.pdf"

member("myPDF").Filename = the moviepath & "MyDocs/MyDoc.pdf"

--retrieve the full path of member "myPDF"
theFullPath = member("myPDF").Filename
-----------------------------------------------------------
-- pathType is Relative to Movie
set the Filename of member "myPDF" to "MySubfolder/MyDoc.pdf"

--retrieve the relative path of member "myPDF"
thePartialPath = member("myPDF").Filename
```


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JS examples

```
// pathType is absolute
member("myPDF").PathType = symbol("Absolute");
member("myPDF").FileName = _movie.path + "MyDocs/MyDoc.pdf";

//retrieve the full path of member "myPDF"
theFullPath = member("myPDF").Filename;

////////////////////////////////////////////////////
// pathType is Relative to Movie
member("myPDF").FileName = "MySubfolder/MyDoc.pdf";

//retrieve the relative path of member "myPDF"
thePartialPath = member("myPDF").Filename;
```

See also PathType

Highlighting (sprite)

Syntax `Set: sprite(whichSprite).Highlighting = True/False`

Description True/False. Turns on or off the highlighted words specified in the last call to the Find method for the PDF document display in sprite *whichSprite*.

Set: If the Highlighting property is set to True, the last words that were specified in the Find dialog or Find() method call are highlighted throughout the PDF on screen, using the color list specified in SetHighlightColors().

If Highlighting is set to false no words are highlighted.

Get: Returns the state of highlighting of the PDF document in sprite *whichSprite*.

Default value: False.

Note: The PDF is not highlighted when printed.

Lingo examples

```
-- set the highlighting of sprite 15 to true
sprite(15).Highlighting = True
```

JS examples

```
// set the highlighting of sprite 15 to true
    sprite(15).Highlighting = 1;
```

See also Find (sprite), SetHighlightColors(member)

Page (member or sprite)

Syntax for member

`Set: member(whichMember).Page = whichNumber`

`Get: firstPage = member(whichMember).Page`

Description for Integer value. Get/Set the page to display.

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member

Set: When setting the member property, sets the initial page to display when a new sprite appears. If this property is set in the member at runtime, this will affect any sprites on stage that display that member.

Get: Returns the Page property of the member, not the current page displayed in the sprite. Usually this is the initial page displayed.

Default value: If the Filename property is empty, the default value of Page is 0. If there is a Filename associated with the member, the default Page property is 1.

Lingo examples for member

```
-- set the intial page to display
member("myImpressarioMember").Page = 1
-- open the document
member("myImpressarioMember").Filename = the moviepath &
    "MyDocs/MyDoc.pdf"
```

JS examples for member

```
// set the intial page to display
member("myImpressarioMember").Page = 1;

// open the document
member("myImpressarioMember").Filename = _movie.path +
    "MyDocs/MyDoc.pdf";
```

Syntax for sprite

Set: sprite(*whichSprite*).Page = *whichNumber*

Get: *currentPage* = sprite(*whichSprite*).Page

Description for sprite

Set: Sets the current page to display in sprite channel *whichSprite*. This property does not affect the document's initial page to display, which is controlled by setting the member's Page property.

Get: Returns the current page displayed in the sprite.

Default value: When the sprite is initially opened its Page property is the same as its member's Page property.

Lingo examples for sprite

```
-- display page 15 in the PDF open in sprite channel 10
sprite(10).Page = 15

-- get the current page showing in sprite channel 10
myCurrentPage = sprite(10).Page
```

JS examples for sprite

```
// display page 15 in the PDF open in sprite channel 10
sprite(10).Page = 15;

// get the current page showing in sprite channel 10
myCurrentPage = sprite(10).Page;
```

See also

TotalPages

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Password (member)

Syntax

```
Set: member(whichMember).Password = whichPassword
```

Description

Text. Sets the password required to open the document. Member property only.

Set: If the document requires a password to open, set the **Password** property before setting the Filename property. If the password is incorrect when the Impressario sprite is displayed, an error is generated.

> **Note:** Each time you set the **Filename** property for a member, check the member's error code, by calling GetStatus(), to determine if the document password is correct. If the error code returned is -11, you can display a dialog box that allows the user to enter the correct password at run-time. You must then set the Filename property again to open the document.

Default value: empty string.

Lingo examples

```
-- set the Password of member "myImpressarioMember" to "kookoo"
member("myImpressarioMember").Password = "kookoo"
member("myImpressarioMember").Filename = the moviepath &
    "MyDocs/MyDoc.pdf"
```

JS examples

```
// set the Password of member "myImpressarioMember" to "kookoo"
member("myImpressarioMember").Password = "kookoo";
member("myImpressarioMember").Filename = _movie.path +
    "MyDocs/MyDoc.pdf";
```

See also Filename, GetStatus (member), Check for correct Password

PathType (member)

Syntax

```
Set: member(whichMember).PathType = whichType
Get: myPathType = member(whichMember).PathType
```

Description

Get/Set the path type (absolute or relative) of a member's Filename. When the Filename property is set, the PathType property must correctly match the Filename specified, or an error is generated. Member property only.

whichType is specified as a symbol:

#Absolute – The Filename property is specified as an Absolute path

#RelativeToMovie - The Filename property is specified as a relative path

Default value: #Absolute

Lingo examples

```
-- first set the PathType, then the Filename
member("myImpressarioMember").PathType = #Absolute
member("myImpressarioMember").Filename = the moviepath &
  "MyDocs/MyDoc.pdf"
```


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```
-- verify the pathType before doing something
if (member("myImpressarioMember").PathType = #Absolute)
  then
   -- make sure the path is valid structure, etc.
end if
```

JS examples

```
// first set the PathType, then the Filename
member("myImpressarioMember").PathType = symbol("Absolute");
member("myImpressarioMember").Filename = _movie.path +
    "MyDocs/MyDoc.pdf";


// verify the pathType before doing something
if (member("myImpressarioMember").PathType ==
    symbol("Absolute")) {
  // make sure the path is valid structure, etc.
}
```

See also Filename, Ensure the correct PathType, GetError (member)

Permissions (member)

Syntax `Get: myPermissions = member(whichMember).permissions`

Description Returns the permissions of the PDF file linked to member *whichMember*, as a property list of the format:

```
[#FormFillIn: {1, 0}, #Select: {1, 0}, #Copy: {1, 0},
#Save: {1, 0}, #Print: {#none, #low, #medium, #high}]
```

#FormFillIn: T/F. TRUE if the filling of forms is allowed. FALSE if not allowed.

#Select: T/F. TRUE if the text selection is allowed. FALSE if not allowed.

#Copy: T/F. TRUE if copying text is allowed. FALSE if not allowed.

#Save: T/F. TRUE if saving is allowed. FALSE if not allowed.

#Print: Symbol. #none, #low, #medium or #high. The #low, #medium and #high quality settings correspond to 72, 150 and 300 dpi, respectively.

The permissions of each PDF document are set in Acrobat; they can be overridden if the document is opened using the "owner" password.

Note: The permissions may change when a new password is specified. INM Impressario updates the permissions once a new password is specified, even if the document has already been loaded.

Lingo examples

```
-- get the permissions of member "myImpressarioMember"
mypermissions = member("myImpressarioMember").permissions
```


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```
-- [#FormFillIn:1, #Select:0, #Copy:0, #Save:0, #Print: #medium]
```

JS examples

```
// get the permissions of member "myImpressarioMember"
myPermissions = member("myImpressarioMember").permissions;
<[#FormFillIn: 0, #Select: 0, #copy: 0, #save: 0, #print:
    #none]>
```

See also Password

Rotation (sprite)

Syntax

Set: sprite(*whichSprite*).Rotation = *angle*

Get: myRotation = sprite(*whichSprite*).Rotation

Parameters

whichSprite: a sprite of type Impressario

angle: Integer. The angle of rotation. Values can be: [-180, -90, 0, 90, 180]

Description

Rotates the PDF document in sprite *whichSprite* by the angle specified in *angle*.

Lingo example

```
-- rotate the PDF document 90 degrees from its current rotation
 sprite(15).Rotation = sprite(15).Rotation + 90
```

JS example

```
//rotate the PDF document 90 degrees from its current rotation
sprite(15).Rotation = sprite(15).Rotation + 90;
```

Scrollbars (member or sprite)

Syntax for member

Set: member(*whichMember*).Scrollbars = *scrollOption*

Get: myScroll = member(*whichMember*).Scrollbars

Description for member

ScrollOption is a symbol, either #Both, or #None.

#Both: scrollbars are automatically displayed when needed for all Impressario sprites that reference this member.

#None: Impressario scrollbars are not displayed by default for sprites that references the member.

Set: This property can be set individually for different Impressario members.

Get: This property can be retrieved individually for different Impressario members. It indicates the default property for all sprites that reference the member.

Default value: #Both.

Lingo example for member

```
-- set the scrollbars to automatically appear for all sprites
    that reference the Impressario member
member("myPDF").Scrollbars = #Both
```


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JS example for member

```
// set the scrollbars to automatically appear for all sprites
    that reference the Impressario member
member("myPDF").Scrollbars = symbol("Both");
```

Syntax for sprite

Set: sprite(*whichSprite*).Scrollbars = *scrollOption*

Get: myScroll = sprite(*whichSprite*).Scrollbars

Description for sprite

ScrollOption is a symbol, either #Both, or #None.

#Both: scrollbars are automatically displayed when needed for the current PDF document displayed in *whichSprite*.

#None: Impressario scrollbars are not displayed for the current document in *whichSprite*.

Set: This property can be set individually for different Impressario sprites. If not explicitly set, each Impressario sprite takes the default #Scrollbars property of its associated member.

Get: This property can be retrieved individually for different Impressario sprites. It indicates the current setting for sprite *whichSprite*.

Lingo examples for sprite

```
-- disable scrollbars for this Impressario sprite
sprite(15).Scrollbars = #None
-- get the current scrollbars value for this Impressario sprite
scrollbar_val = sprite(15).Scrollbars
```

JS example for sprite

```
// disable scrollbars for this Impressario sprite
sprite(15).Scrollbars = symbol("none");
// get the current scrollbars value for this Impressario sprite
scrollbar_val = sprite(15).Scrollbars;
```

ScrollH (member or sprite)

Member Syntax

Set: member(*whichMember*).ScrollH = *leftPosition*

Get: *leftPosition* = member(*whichMember*). ScrollH

Member Description

Integer value. Set or retrieve the initial left position of the PDF document in pixels. ScrollH = 0 means the left edge of the document will be aligned to the left edge of the sprite, in all sprites that display the member, except if the page width is smaller than the sprite rectangle width, in which case the document is centered in the sprite.

Set: Sets the initial left position of the PDF document, when a new sprite appears.

Get: Returns the initial position of the left edge of the PDF document. This value is NOT the sprite's ScrollH property.

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Default value: 0

Lingo example for member

```
--to specify an initial starting place in the document, shifted
    to the right 100 pixels
member("myImpressarioMember").ScrollH = 100
member("myImpressarioMember").ScrollV = 0
member("myImpressarioMember").Page = 1
member("myImpressarioMember").Filename = "MyDoc.pdf"
```

JS example for member

```
//to specify an initial starting place in the document, shifted
    to the right 100 pixels
member("myImpressarioMember").ScrollH = 100;
member("myImpressarioMember").ScrollV = 0;
member("myImpressarioMember").Page = 1;
member("myImpressarioMember").Filename = "MyDoc.pdf";
```

Sprite Syntax

Set: sprite(*whichSprite*).ScrollH = *leftPosition*

Get: *leftPosition* = sprite(*whichSprite*).ScrollH

Sprite Description

Integer value. Set or retrieve the current left position, in pixels, of the PDF document in sprite channel *whichSprite*.

Set: Sets the current left position of the PDF document within the sprite rectangle. ScrollH = 0 means the left edge of the document will be aligned to the left edge of the sprite, unless the page width is smaller than the sprite rectangle width, in which case the document is centered in the sprite.

Get: Returns the current position of the left edge of the PDF document within the sprite rectangle. This value is changed when the user drags the Hand cursor over a document that is wider than the current sprite rectangle.

Default value: 0

Lingo example for sprite

```
-- the first horizontal pixel displayed from left
myHorizontalPos = sprite(15).ScrollH
```

JS example for sprite

```
// the first horizontal pixel displayed from left
myHorizontalPos = sprite(15).ScrollH;
```

See also

ScrollV, ScrollHMax, ScrollVMax

ScrollHMax (sprite)

Syntax

Get: *maxScroll* = sprite(*whichSprite*).ScrollHMax

Description

Integer value. Sprite property only.

Get: Returns the maximum value for horizontal scrolling. The value represents the difference between the page width and the sprite width in pixels. If the entire page width fits into the sprite's rectangle, the returned value is zero.

Lingo xample

```
-- retrieve the number of pixels remaining to the right of the
    sprite rectangle when ScrollH = 0
```


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```
myOffStageRight = sprite(15).ScrollHMax
```

JS example

```
// retrieve the number of pixels remaining to the right of the
    sprite rectangle when ScrollH = 0
myOffStageRight = sprite(15).ScrollHMax;
```

See also ScrollH, ScrollVMax, ScrollV

ScrollV (member or sprite)

Member Syntax

Set: member(*whichMember*).ScrollV = *topPosition*

Get: *topPosition* = member(*whichMember*). ScrollV

Description for member

Integer value. Set or retrieve the initial top position of the PDF document in pixels. ScrollV = 0 means the top edge of the document will be aligned to the top edge of the sprite, in all sprites that display the member, except if the height of the page is smaller than the height of the sprite rectangle.

Set: Sets the initial top position of the PDF document, when a new sprite appears.

Get: Returns the initial position of the top edge of the PDF document. This value is NOT the sprite's ScrollV property.

Default value: 0

Lingo examples for member

```
--to specify an initial starting place in the document, halfway
    in the middle of the second page
member("myImpressarioMember").ScrollH = 0
member("myImpressarioMember").ScrollV = 200
member("myImpressarioMember").Page = 2
member("myImpressarioMember").Filename = "MyDoc.pdf"
```

JS examples for member

```
// to specify an initial starting place in the document, halfway
    in the middle of the second page
member("myImpressarioMember").ScrollH = 0;
member("myImpressarioMember").ScrollV = 200;
member("myImpressarioMember").Page = 2;
member("myImpressarioMember").Filename = "MyDoc.pdf";
```

Sprite Syntax

Set: sprite(*whichSprite*).ScrollH = *topPosition*

Get: *topPosition* = sprite(*whichSprite*).ScrollV

Description for sprite

Integer value. Set or retrieve the current top position, in pixels, of the PDF document in sprite channel *whichSprite*.

Set: Sets the current top position of the PDF document within the sprite rectangle. ScrollV = 0 means the top edge of the document will be aligned to the top edge of the sprite, except if the height of the page is smaller than the height of the sprite rectangle.

Get: Returns the current position of the top edge of the PDF document within the sprite rectangle. This value is changed when the user drags the Hand cursor over a document that is

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longer than the current sprite rectangle.

Default value: 0

Lingo example for sprite

```
-- first pixel displayed down from the top of the PDF
myVerticalPos = sprite(15).ScrollV
```

JS example for sprite

```
// first pixel displayed down from the top of the PDF
myVerticalPos = sprite(15).ScrollV;
```

See also ScrollH, ScrollHMax, ScrollVMax

ScrollVMax (sprite)

Syntax

```
Get: maxScroll = sprite(whichSprite).ScrollVMax
```

Description

Integer value. Sprite property only.

Get: Returns the maximum value for vertical scrolling. The value represents the difference between the page height and the sprite height in pixels. If the entire page height fits into the sprite's rectangle, the returned value is zero.

Lingo example

```
-- retrieve the number of pixels remaining below the sprite
    rectangle when ScrollV = 0
myOffStageBottom = sprite(15).ScrollVMax
```

JS example

```
// retrieve the number of pixels remaining below the sprite
    rectangle when ScrollV = 0
myOffStageBottom = sprite(15).ScrollVMax;
```

See also ScrollV, ScrollHMax, ScrollH

TotalPages (member)

Syntax

```
Get: myDocSize = member(whichMember).TotalPages
```

Description

Integer value.

Get: the total number of pages of the document in member *whichMember* . This property cannot be set.

Default value: 0, if there is no filename associated with the member.

Lingo example

```
--display the number of pages in the PDF document
member("totalPages").text =
    string(member("myImpressarioMember").TotalPages)
```

JS example

```
// display the number of pages in the PDF document
member("totalPages").text =
    (member("myImpressarioMember").TotalPages).toString();
```

See also Page

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TrackView (sprite)

Syntax

```
Set: sprite(whichSprite).TrackView = False
Get: myTrackStatus = sprite(whichSprite).TrackView
```

Description

True/False.

Set: If set to True, each 'view' (combination of filename, page, zoom, and scroll settings) for the Impressario sprite, *whichSprite*, is saved internally so that **GoPreviousView()** and **GoNextView()** methods can access it.

If set to False, subsequent views are not saved. This is useful when implementing scrolling functions, for instance, where you do not want to save the view each time the user scrolls down a few lines.

Get: Returns the current TrackView status for the Impressario sprite specified.

Default value: True.

Lingo example

```
-- turn the view tracking off for this function
sprite(15).TrackView = False
```

JS example

```
// turn the view tracking off for this function
sprite(15).TrackView = 0;
```

See also GoNextView (sprite), GoPreviousView (sprite)

UpdateURL (member)

Member Syntax

```
Set: member(whichMember).UpdateURL = whichURL
Get: myUpdateURL = member(whichMember).UpdateURL
```

Member Description

String.

Set/Get the URL of a PDF on the Internet that will be downloaded and displayed if it is newer than the local PDF linked to member *whichMember*.

Lingo examples for member

```
-- set the UpdateURL to one on the INM website
member("myPDF").UpdateURL = "http://www.INM.com/new.PDF"
member("myPDF").PathType = #RelativeToMovie
member("myPDF").Filename = "PDFs\old.PDF"
```

JS examples for member

```
// set the initial page to 10
member("myPDF").UpdateURL = "http://www.INM.com/new.PDF";
member("myPDF").PathType = #RelativeToMovie;
member("myPDF").Filename = "PDFs\old.PDF";
```

See also Filename

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ViewOptions (member or sprite)

Member Syntax

```
Set: member(whichMember).ViewOptions = whichOptions
Get: myViewOptions = member(whichMember).ViewOptions
```

Member Description

Symbol.

Set/Get which view options are used when displaying an Impressario member.

Possible values for *whichOptions* are:

#CustomViewOptions: The document is displayed using the Page, Zoom, ScrollH, and ScrollV member properties.

#DocumentViewOptions: The member view properties are reset to the document's original view settings (as saved in Acrobat).

Default value: #DocumentViewOptions

Lingo examples for member

```
-- set the initial page to 10
member("myImpressarioMember").ViewOptions =
      #CustomViewOptions
member("myImpressarioMember").Page = 10
```

JS examples for member

```
// set the initial page to 10
member("myImpressarioMember").ViewOptions =
   symbol("CustomViewOptions");
member("myImpressarioMember").Page = 10;
```

Sprite Syntax

```
Set: sprite(whichSprite).ViewOptions = whichOptions
Get: myViewOptions = sprite(whichSprite).ViewOptions
```

Sprite Description

Symbol. Set/Get the view options that are used to display an Impressario sprite.

Possible values for *whichOptions* are:

#CustomViewOptions: The document is displayed using the custom defined Page, ZoomMode, Zoom, ScrollH, and ScrollV properties.

#DocumentViewOptions: The sprite view properties are reset to the original document settings (as saved in Acrobat).

Default value: #DocumentViewOptions

Lingo examples for sprite

```
-- make the current view options the original document
defaults
sprite(15).ViewOptions = #DocumentViewOptions
```

JS example for sprite

```
// make the current view options the original document
   defaults
sprite(15).ViewOptions = symbol("DocumentViewOptions");
```

See also

Page, ScrollH, ScrollV, Zoom, GetView, SetView

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ZoomMode (member or sprite)

Member Syntax

```
Set: member(whichMember).ZoomMode = whichMode
Get: whichMode = member(whichMember).ZoomMode
```

Member Description

Symbol.

Get/Set the initial scaling mode of the PDF document. Possible values for *whichMode* are:

#ActualSize: The document is displayed at its original size, aligned to the top left corner of the sprite rectangle in which it is displayed.

#FitPage: Entire page fits in the sprite rectangle

#FitWidth: Document is scaled so that its width is equal to the width of the sprite rectangle

#Custom: The document is scaled to the percentage specified in the **Zoom** property.

When the Zoom property is set, the ZoomMode property is automatically set to #Custom

Lingo examples for member

```
-- set intial scale to show the entire width of the page
member("myImpressarioMember").ZoomMode = #FitWidth
-- get the intial zoom mode
myZoomMode = member("myImpressarioMember").ZoomMode
```

JS examples for member

```
// set intial scale to show the entire width of the page
member("myImpressarioMember").ZoomMode = symbol("FitWidth");
// get the intial zoom mode
myZoomMode = member("myImpressarioMember").ZoomMode;
```

Sprite Syntax

```
Get: whichMode = sprite(whichSprite).ZoomMode
Set: sprite(whichSprite).ZoomMode = whichMode
```

Sprite Description

Symbol.

Get/Set the current scaling mode of the PDF document in sprite *whichSprite*. Possible values for *whichMode* are:

#ActualSize: The document is displayed at it's original size, aligned to the top left corner of the sprite rectangle in which it is displayed.

#FitPage: Entire page fits in the sprite rectangle

#FitWidth: Document is scaled so that its width is equal to the width of the sprite rectangle

#Custom: The document is scaled to the percentage specified in the **Zoom** property.

When the Zoom property of the sprite is set, the ZoomMode

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sprite property is automatically set to #Custom.

Lingo examples for sprite

```
-- set the current scale to show the entire width of the page
sprite(15).ZoomMode = #FitWidth
-- get the current zoom mode
myZoomMode = sprite(15).ZoomMode
```

JS examples for sprite

```
// set the current scale to show the entire width of the page
sprite(15).ZoomMode = symbol("FitWidth");

// get the current zoom mode
myZoomMode = sprite(15).ZoomMode;
```

See also Zoom

Zoom (member or sprite)

Member Syntax

Set: member(*whichMember*).Zoom = *whichPercent*

Get: *whichPercent* = member(*whichMember*).Zoom

Member Description

Float value.

Set or retrieve the initial scale of the PDF document, as a percentage of the original document size.

Get/Set: *whichPercent* is a float number, representing the percentage (from 8% to 1600%) to scale the document, based on its original (actual) size.

When Zoom is set, the ZoomMode property is automatically set to #Custom

Lingo examples for member

```
-- specify an initial scale of twice the original document size
member("myImpressarioMember").Zoom = 200
-- get the intial percentage scaled
myZoomPercent = member("myImpressarioMember").Zoom
```

JS examples for member

```
// specify an initial scale of twice the original document size
member("myImpressarioMember").Zoom = 200;
// get the intial percentage scaled
myZoomPercent = member("myImpressarioMember").Zoom;
```

Sprite Syntax

Set: sprite (*whichSprite*).Zoom = *zoomValue*

Get: *whichPercent* = sprite (*whichSprite*).Zoom

Sprite Description

Float value.

Set or retrieve the current scale of the PDF document.

Get/Set: *whichPercent* is a float number, representing the percentage (8% to 1600%) to scale the document, based on its original (actual) size.

When Zoom is set, the ZoomMode property is automatically set to #Custom

Lingo examples for sprite

```
-- scale the PDF document in sprite 10 to twice the document's
    actual size
```


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```
sprite(10).Zoom = 200
-- scale the PDF document to twice it's current size
sprite(10).Zoom = 2 * sprite(10).Zoom
-- get the current zoom as a precentage of the actual size
myZoomFactor = sprite(10).Zoom
```

JS examples for sprite

```
// scale the PDF document in sprite 10 to twice the document's
    actual size
sprite(10).Zoom = 200;
// scale the PDF document twice it's current size
sprite(10).Zoom = 2 * sprite(10).Zoom;
// get the current zoom as a precentage of the actual size
myZoomFactor = sprite(10).Zoom;
```

See also ZoomMode

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As with Impressario properties, some Impressario methods apply only to members, others apply only to sprites, and a few can be applied to either members or sprites. There are also global methods, which apply to the Xtra in general and are not associated with any particular member or sprite.

Generally, member methods affect the PDF document directly or affect the initial appearance of a PDF document. Sprite methods apply to the immediate instance of an open document in the sprite channel specified.

AddListener (sprite) Full Version

Syntax `sprite(whichSprite).AddListener(mySpriteNum)`

Parameters *whichSprite*: a sprite of type Impressario

mySpriteNum: the number of the Director sprite to receive Impressario events from *whichSprite*

Description Allows any Director sprite to receive events generated from a specific Impressario sprite. Place the AddListener() method in the "on BeginSprite" handler of sprite *mySpriteNum*, and at runtime, INM Impressario makes the association and thereafter sends all events from Impressario sprite *whichSprite* to your Director sprite.

This method is to be used in conjunction with the RemoveListener() method.

Note: When handling events from a behavior script that uses AddListener(), the first parameter of the event is a reference to the behavior script itself, not the Impressario sprite channel.

Lingo example

```
-- register my button to receive events from
-- the Impressario sprite in channel 15
on BeginSprite me
   sprite(15).AddListener(me.SpriteNum)
end BeginSprite
```

JS example

```
// register my button to receive events from
// the Impressario sprite in channel 15
function beginSprite (me) {
   sprite(15).AddListener(me.SpriteNum);
}
```

See also RemoveListener (sprite)

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CreateBookmark (sprite)

Syntax `sprite(whichSprite).CreateBookmark (title[, id])`

Parameters *whichSprite*: a sprite of type Impressario

title: String. The title of the bookmark.

id: Optional parameter. String. This string specifies the hierarchical order of the new bookmark in the bookmarks list.

Description Creates a bookmark in the PDF document using the current view settings of the Impressario sprite.

The new bookmark will be inserted in the existing bookmarks list at the position specified by *id*.

If the id specified is already used by another bookmark, the new bookmark created will be inserted at that location in the hierarchy and all bookmarks will be moved down in the hierarchy, along with their children. A warning will be generated to let the developer know that this adjustment has been made.

If the developer doesn't supply any id, the bookmark will be created at the end of the list on the first level.

Lingo example

```
-- create a bookmark as the third one below the first bookmark
theBookmarksList = sprite(myPDF).CreateBookmark("How to Print
Reports", "1.3")
```

JS example

```
// get the list of bookmarks for the document
theBookmarksList = sprite(myPDF).CreateBookmark("How to Print
    Reports", "1.3");
```

See also GoToBookmark (sprite), GetBookmarks (member)

CreateFromTemplate (member)

Syntax `member(whichmember).CreateFromTemplate ()`

Parameters *whichMember*: an Impressario member that is linked to a Template PDF document

Description Begins the process of creating a new PDF document based on the template PDF linked to member *whichMember.*

The template PDF must contain at least one field, whose name begins with a valid template placeholder tag, such as: "DYNAMIC_", "REPEAT_", "SLIDE_", or "PAGE_"

Following the CreatFromTemplate() method, you can call InsertText, InsertImage, InsertRepeating, InsertSliding, InsertPageItems, or InsertAutoValues. After inserting all content in the new PDF, you must call SaveFromTemplate() to finalize the PDF creation process. You may then load the new PDF file into an Impressario member to display or print.

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Lingo example

```
-- start creating a new proposal based on a template PDF
member("PDF-Template").CreateFromTemplate()
```

JS example

```
// start creating a new proposal based on a template PDF
member("PDF-Template").CreateFromTemplate();
```

See also InsertAutoValues, InsertImage, InsertRepeating, InsertSliding, InsertText, SaveFromTemplate, InsertPageItems

DeletePages (member) Full Version

Syntax member(*whichMember*).DeletePages(*fromPage, numPages*)

Parameters

whichMember: Member of type Impressario, from which the PDF pages are deleted.

fromPage: Integer. The first page number of the range to delete from the PDF document.

numPages: Integer. The total number of pages to delete from the PDF document. To delete a single page, specify 1.

Description Deletes a set of consecutive pages from the PDF document linked to member *whichMember.*

Lingo example

```
-- delete pages 9 and 10 of the PDF document linked to member
    "Owner-Manual"
member("Owner-Manual").DeletePages(9,2)
```

JS example

```
// delete pages 9 and 10 of the PDF document linked to member
    "Owner-Manual"
member("Owner-Manual").DeletePages(9,2);
```

See also InsertPages (member), MovePages (member), Merge (member)

Email (member)

Syntax member(*whichMember*).Email(*toAddress, fromAddress, subject, message*)

Parameters

whichMember: a member of type Impressario

toAddress: Optional parameter. String containing the recipient's email address.

fromAddress: Optional parameter. String containing the sender's email address.

subject: Optional parameter. String containing the subject.

message: Optional parameter. String containing the body of the message.

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Description

Opens a new message in the user's default e-mail system, fills the parameters that are included in the method, and attaches the PDF document linked to member *whichMember*. The user must then click the send button to actually send the e-mail.

If there is no default e-mail system on the user's computer an error message is displayed.

Note: If your PDF contains form fields, you need to save the PDF before e-mailing it, in order to preserve the data.

Lingo example

```
-- send a PDF via e-mail
    member("myPDF").Email("john@company.com",
    "alfred@company.com", “My Document”, “Here is your
    document…”)
```

JS example

```
// send a PDF via e-mail
member("myPDF").Email("john@company.com", "alfred@company.com",
    “My Document”, “Here is your document…”)
```

Find(sprite)

Syntax

sprite(*whichSprite*).Find(*whichtext* [, *optionsProperties*])

Parameters

whichSprite: a sprite of type Impressario

whichText: a string value or list of strings containing the text to search for.

OptionsProperties: Optional property list containing one or more of the following options:

#showDialog: True/False. When True, a find dialog box is displayed. Default value is False.

#caseSensitive: True/False. When True, only text with matching case is highlighted. Default value is False.

#wholeWordsOnly: True/False. When True, the Find method only locates whole words that match the text specified in *whichText.* Default value is False.

#findBackwards: True/False. When True, the Find command searches in reverse order. Default value is False.

#fromTop: True/False. When True, the Find method starts searching from page 1 of the document. Default value is False.

#exactPhrase: True/False. When True, the Find method searches for and highlights the text exactly as it is entered – each word in sequence; otherwise, if there are multiple words in the search text, they are highlighted individually throughout the PDF. Default value is False.

#highlightItems: True/False. When true, all occurrences of

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the specified text are highlighted throughout the document (the #Highlighting property of the sprite becomes TRUE). Highlighting is only turned off when the Find() method is called with a new search string specified, or when the #Highlighting property of the sprite is set to FALSE. The default value is the current value of the #Highlighting property of the sprite.

Description

Finds specific text in sprite *whichSprite*. If the text is a list of strings, each string is included as a separate text to search for throughout the document.

The first call to the Find method, finds and highlights the first occurrence of the text, starting from the top of the *current page*, except if **#fromTop** is True, in which case, it finds and highlights the first occurrence from page 1 of document.

Subsequent calls to the Find method using the same text will find the next occurrence (or previous occurrence, depending on the value of #**findBackwards**) of the text on any page, starting from the current found text.

If **#showDialog** is True, a dialog box appears, where the user can type in a term or phrase to search for and choose from among the options for match case or whole words. The dialog box remains open until the user clicks its close button (the X button) or the Impressario sprite instance is destroyed (user moves to a frame that no longer displays the sprite).

When the find dialog box opens, the options are checked or not, depending on the options passed to the Find method. If no options are passed, the default options are used (everything is unchecked).

If no text match is found, an alert is displayed: "No matching text was found." This alert is always displayed, regardless of the global alert level. If the search reaches the end of the document, a dialog appears asking if the user would like to continue the search at the beginning of the document.

To change the language of the Find dialog box, use the IMP_SetLanguage () method.

Lingo examples

```
-- open a Find dialog box and allow the user to enter text to
    search for
sprite(15).Find(“”,[#showDialog:True])
-- find and highlight all occurrences of the word “requirement”
Find(sprite 15, “requirement”,[#showDialog:False,
    #highlightItems:True])
-- find and highlight all occurrences of the words
-- “requirement” and "operating procedures"
Find(sprite 15, [“requirement”, "operating procedures"],
    [#showDialog:False, #highlightItems:True])
```

JS examples

```
// open a Find dialog box and allow the user to enter text to
    search for
sprite(15).Find("", propList(symbol("showDialog"), 1));
```


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```
// find and highlight all occurrences of the word "requirement"
sprite(15).Find("requirement", propList(symbol("showDialog"),0,
    symbol("highlightItems"),1));
```

See also Highlighting, SetHighlightColors(member), IMP_SetLanguage

GetDocumentProperty (member)

Syntax *whichMember*.GetDocumentProperty(*PropertyName*)

Parameters *whichMember*: a member of type Impressario

propertyName: Optional parameter. String that determines which PDF document property is returned.

Description Returns the PDF document property specified by *propertyName*, for the document in member *whichMember.*

propertyName can be one of:
"Title", "Author", "Subject", "Keywords", "Producer", "CreationDate", "ModDate", or a custom-defined property saved with the PDF document.

The property name is **case sensitive**. If the specified document property is not defined, an empty string is returned.

If *propertyName* is omitted in the method call, all the PDF document properties (metadata) are returned in a list of property lists of the format:

[[#Name:propertyName, #Value:propertyValue], ...]

Lingo examples

```
-- get the Document title of the member named "PDF_Doc"
myTitle = member("PDF_Doc").GetDocumentProperty("Title")
-- return the keywords of the member named "PDF_Doc"
-- in a comma-delimited string
myKeyWords =
    member("PDF_Doc").GetDocumentProperty("Keywords")
-- return all document properties in a list of property lists
lMetadata = member(“PDF_Doc”).GetDocumentProperty()
```

JS examples

```
// get the Document title of the member named "PDF_Doc"
myTitle = member("PDF_Doc").GetDocumentProperty("Title");

// return the keywords of the member named "PDF_Doc"
// in a comma-delimited string
myKeyWords = member("PDF_Doc").GetDocumentProperty("Keywords");

// return all document properties in a list of property lists
lMetadata = member("PDF_Doc").GetDocumentProperty();
```


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GetError (member)

Syntax `member(whichMember).GetError()`

Parameters *whichMember*: a member of type Impressario

Description Returns a string describing the error associated with the member specified by *whichMember*. Errors can be generated whenever a member method is called, or a member property is set.

If no error occurred, an empty string is returned.

Lingo example

```
-- check for errors when opening a file
member ("myPDF").Filename = "PDFs/WhitePaper.PDF"
if member("myPDF").GetStatus() then
   -- display the error message
    alert member ("myPDF").GetError()
end if
-- continue execution
```

JS example

```
// check for errors when opening a file
member("myPDF").FileName = "PDFs/WhitePaper.PDF";

if (member("myPDF").GetStatus()) {
  // display the error message
  _player.alert(member("myPDF").GetError());
}
// continue execution
```

See also Managing errors, GetStatus (sprite), GetError (sprite), IMP_SetAlertLevel (global)

GetError (sprite)

Syntax `sprite(whichSprite).GetError()`

Parameters *whichSprite*: a sprite of type Impressario

Description Returns a string describing the error or warning associated with the sprite specified by *whichSprite*. Errors (and warnings) can be generated whenever a sprite method is called, or a sprite property is set.

If no error occurred, an empty string is returned.

Lingo example

```
-- check for errors or warnings when setting the current page
sprite(15).Page = 55
if sprite (15).GetStatus() then
    -- display the error message
    alert sprite(15).GetError()
end if
-- continue execution
```

JS example

```
// check for errors or warnings when setting the current page
sprite(15).Page = 55;
```


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```
if (sprite(15).GetStatus()) {
  // display the error message
  _player.alert(sprite(15).GetError());
}
// continue execution
```

See also Managing errors, GetStatus (sprite), GetError (member), IMP_SetAlertLevel (global), Error codes

GetFields (member) Full Version

Syntax `member(whichMember).GetFields(controlList)`

Parameters *whichMember*: a member of type Impressario

controlList: a list of the names of controls for which you want to retrieve the value stored in the PDF. The names are case sensitive.

Description Returns a list of property lists that describe the controls passed in *controlList,* of the PDF document in member *whichMember*. Each sub-property list contains the following information:

#name: String. Name associated to the control (same as the one passed to this method).

#value: String. Value of the control. The values for each control correspond to those that would be saved in an FDF file from Acrobat.

#type: The type of form control. Supported control types include:

- #field
- #radioButton
- #checkbox
- #button (Javascript actions on buttons are not executed directly, but an IMP_MouseClick event is triggered so that you can execute a callback handler in Director)
- #note (When the IMP_MouseClick event is trapped, the text of a comment or note is returned as a #tooltip that you can display on screen in Director)

Lingo example

```
-- get the value in the fields named FirstName and LastName
fullName = member ("myPDF").GetFields(["FirstName","LastName"])
-- check for errors
if member ("myPDF").GetStatus() then
    Check_FieldError(member "myPDF")
```


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```
end if
-- list returned is [[#name: "FirstName", #value:"Gabrielle",
    #type: #field], [#name: "LastName", #value: "Krim", #type:
    #field]]
```

JS example

```
// get the value in the fields named FirstName and LastName
fullName =
    member("myPDF").GetFields(list("FirstName","LastName"));


// check for errors
if (member ("myPDF").GetStatus()) {
  Check_FieldError(member("myPDF"));
}
// list returned is [[#name: "FirstName", #value:"Gabrielle",
    #type: #field], [#name: "LastName", #value: "Krim", #type:
    #field]]
```

See also GetAllFields (member), SetFields (member), #IMP_MouseClick

GetAllFields (member) *Full Version*

Syntax `member(whichMember).GetAllFields([PageNumber])`

Parameters *whichMember*: a member of type Impressario

PageNumber: Optional. A valid page of the PDF document, from which to retrieve form control names and values.

Description Returns a list of property lists that describe all the form controls on page *PageNumber*, of the PDF document in member *whichMember*. Each sub-property list contains the following information:

#name: String. Name associated to the control.

#value: String. Value of the control. The values for each control correspond to those that would be saved in an FDF file from Acrobat.

#type: The type of form control. Supported control types include:

- #field
- #radioButton
- #checkbox
- #button (Javascript actions on buttons are not executed directly, but an IMP_MouseClick event is triggered so that you can execute a callback handler in Director)
- #note (When the IMP_MouseClick event is trapped, the text of a comment or note is returned as a #tooltip that you can display on screen in Director)

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#page: The page of the document on which the form control is found.

If the *PageNumber* is not specified, the method returns all form fields- name/value pairs -for all pages within the document.

Lingo example

```
-- get the value first name text field
allControls = member ("myPDF").GetAllFields()
-- check for errors
if member ("myPDF").GetStatus() then
    Check_FieldError(member "myPDF") -- your own method
end if
-- allControls looks like this:
-- [[#name: "cardholder", #value: "John Doe",#type: #field,
    #page: 1],[#name: "PreviousClient", #value:"Yes",#type:
    #checkbox, #page: 1], [#name: "expiry date", #value:"09-05",
    #type: #field, #page: 1], [#name: "cardNumber", #value:"4500-
    1224-2346-8374", #type: #field, #page: 1],[#name:
    "cardholder", #value: "John Doe", #type: #field, #page: 2]]
```

JS example

```
// get the value first name text field
allControls = member("myPDF").GetAllFields();

// check for errors
if (member ("myPDF").GetStatus()) {
  Check_FieldError(member("myPDF")); // your own method
}
// allControls looks like this:
// [[#name: "cardholder", #value: "John Doe",#type: #field,
    #page: 1],[#name: "PreviousClient", #value:"Yes",#type:
    #checkbox, #page: 1], [#name: "expiry date", #value:"09-05",
    #type: #field, #page: 1], [#name: "cardNumber", #value:"4500-
    1224-2346-8374", #type: #field, #page: 1],[#name:
    "cardholder", #value: "John Doe", #type: #field, #page: 2]]
```

See also GetFields (member), SetFields (member), #IMP_MouseClick

GetBookmarks (member)

Syntax `member(whichMember).GetBookmarks()`

Parameters *whichMember*: a member of type Impressario

Description Returns a list of property lists containing the bookmarks of the document in member *whichMember*.

Each sub-property list contains the following information:

#id: String. Each bookmark entry within a PDF document has a unique ID that can be passed as an argument to the GoToBookmark() method.

#title: String. The text of the bookmark entry.

#page: Integer. The page in the document of the destination.

#children: If there are bookmarks that are children of the

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current bookmark, they are listed as sub lists within the #children property.

Lingo example

```
-- get the list of bookmarks for the document
theBookmarksList = member("myPDF").GetBookmarks()
put theBookmarksList
-- [[#id:"1", #title:"Introduction", #page: 1,
#children[[#id:"1,1", #title:"System Requirements", #page: 1,
#children[]],[#id:"1,2", #title:"Features", #page: 3,
#children[]]],[#id:"2", #title:"Getting Started", #page: 5,
#children[[#id:"2,1", #title:"How to create an Impressario
member", #page: 5, #children[]],[#id:"2,2", #title:"How to
insert a toolbar", #page: 7, #children[]]]
```

JS example

```
// get the list of bookmarks for the document
theBookmarksList = member("myPDF").GetBookmarks();
trace(theBookmarksList);
<[[#id:"1", #title:"Introduction", #page: 1,
    #children[[#id:"1,1", #title:"System Requirements", #page: 1,
    #children[]],[#id:"1,2", #title:"Features", #page: 3,
    #children[]]],[#id:"2", #title:"Getting Started", #page: 5,
    #children[[#id:"2,1", #title:"How to create an Impressario
    member", #page: 5, #children[]],[#id:"2,2", #title:"How to
    insert a toolbar", #page: 7, #children[]]]>
```

See also GoToBookmark (sprite)

GetHighlightColors (member)

Syntax member(*whichMember*).GetHighlightColors()

Parameters *whichMember*: a member of type Impressario

Description Returns the list of highlight colors currently used by the Impressario member *whichMember*. The list contains RGB values.

Examples

```
-- Get the highlight colors
theColors = member("myPDF").GetHighlightColors()
```

GetKeyResponse (sprite)

Syntax sprite(*whichSprite*).GetKeyResponse()

Parameters *whichSprite*: a sprite of type Impressario

Description Returns a property list containing the True/False state of all INM Impressario keyboard commands, corresponding to the same properties used in the SetKeyResponse() method:

#Page, #Scroll, #Tabs, #SelectAll, #Copy, #Find, #Print

Lingo example

```
-- check the keyboard response settings
put sprite (15).GetKeyResponse()
-- [#Page:1, #Scroll:1, #Tabs: 1, #SelectAll: 1, #Copy:False,
    #Find:1, #Print:1])
```


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JS example

```
// check the keyboard response settings
trace(sprite(15).GetKeyResponse());
//<[#Page:1, #Scroll:1, #Tabs: 1, #SelectAll: 1, #Copy:0,
    #Find:1, #Print:1]>
```

See also SetKeyResponse (sprite), Keyboard shortcuts

GetPageImage (member) Full Version

Syntax member(*whichMember*).GetPageImage(*pageNumber, quality*)

Parameters

whichMember: A member of type Impressario

pageNumber: Integer. The page of the document that you want to retrieve, as an image.

quality: Symbol: #Low, #Medium, or #High. These quality settings correspond to 72, 150 and 300 dpi, respectively.

Description Returns the image of page *pageNumber* of the PDF document linked to member *whichMember*. The *quality* setting determines the print-resolution of the image returned. Since the screen display is 72 DPI, #High quality images will appear to be enlarged if viewed as a bitmap.

Note that the higher the quality setting the larger the bitmap retrieved and the longer it takes.

Lingo example

```
-- Get the image of page 5 of the document at screen resolution
member("PDF-bmp").Image = member("myPDF").GetPageImage(5, #Low)
```

JS example

```
// Get the image of page 5 of the document at screen resolution
member("PDF-bmp").Image = member("myPDF").GetPageImage(5,
    symbol("Low"));
```

See also ReplaceImage (member)

GetPageText (member) Full Version

Syntax member(*whichMember*).GetPageText(*pageNumber*)

Parameters

whichMember: a member of type Impressario

pageNumber: The page of the document that you want to retrieve.

Description Returns a string containing the text of the current page or the text of the □*ageNumber* specified, of the document currently displayed in member *whichMember*.

If *pageNumber* is zero (0), the text of the current page is returned.

If *pageNumber* is not a valid page for the document a warning

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is generated.

Lingo example

```
-- put the text of the page 5 of member "myPDF", into a field
member("myPage").text = member("myPDF").GetPageText(5)
```

JS example

```
// put the text of the page 5 of member "myPDF", into a field
member("myPage").text = member("myPDF").GetPageText(5);
```

See also GetPageText (sprite)

GetPageText (sprite) Full Version

Syntax sprite(*whichSprite*).GetPageText()

Parameters *whichSprite*: a sprite of type Impressario

Description Returns a string containing the text of the current page of the document currently displayed in sprite *whichSprite*.

Lingo example

```
-- put the text of the current page in sprite 15, into a field
member("myPage").text = sprite(15).GetPageText()
```

JS example

```
// put the text of the current page in sprite 15, into a field
member("myPage").text = sprite(15).GetPageText();
```

See also GetPageText (member), GetSelectedText (sprite)

GetPDFVersion (member)

Syntax member(*whichMember*).GetPDFVersion()

Parameters *whichMember*: a member of type Impressario

Description Returns a string containing the version of PDF standard that the document linked to member *whichMember* conforms to. This method can be used to check if a document is supported; INM Impressario supports documents that conform to PDF standard 1.5 and lower (equivalent to Acrobat 6, or lower).

Lingo example

```
-- check the PDF version when opening a file
member ("myPDF").Filename = "PDFs/WhitePaper.PDF"
ver = member("myPDF").GetPDFVersion()
if (Float(Chars(ver,1,3)) > 1.6) then
-- display message to user
   alert ("Warning: This PDF document was created using a version
    of PDF standard that is not fully supported." & RETURN &  \
    "Some features may not work as expected.")
end if
```

JS example

```
// check the PDF version when opening a file
member("myPDF").Filename = "PDFs/WhitePaper.PDF";
ver = member("myPDF").GetPDFVersion();
if (eval(ver.substring(0,3)) > 1.6) {
```


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```
  // display message to user
  _player.alert("Warning: This PDF document was created using a
    version of PDF standard that is not fully supported. Some
    features may not work as expected.");
}
```

GetSelectedText (sprite) Full Version

Syntax sprite(*whichSprite*).GetSelectedText()

Parameters *whichSprite*: a sprite of type Impressario

Description Returns the currently selected text in sprite *whichSprite*.

If there is no current selection, an empty string is returned.

Lingo example

```
-- put the current selection in sprite 15, into a field
member ("mySelection").text = GetSelectedText(sprite 15)
```

JS example

```
// put the current selection in sprite 15, into a field
member("mySelection").text = sprite(15).GetSelectedText();
```

See also GetPageText (sprite), GetPageText (member)

GetStatus (member)

Syntax member(*whichMember*).GetStatus()

Parameters *whichMember*: a member of type Impressario

Description Returns a numeric error code associated with the member specified by *whichMember*. For errors, the numeric codes are negative; for warnings they are positive. If no error occurred, zero (0) is returned.

Errors and warnings can be generated whenever a member method is called, or a member property is set.

Lingo example

```
-- check for errors when opening a file
member ("myPDF").Filename = "PDFs/WhitePaper.PDF"
if member ("myPDF").GetStatus() then
-- call your own handler, for instance: CheckFileError(member
    "myPDF")
end if
-- continue execution
```

JS example

```
// check for errors when opening a file
member("myPDF").Filename = "PDFs/WhitePaper.PDF";
if (member("myPDF").GetStatus()) {
  // call your own handler, for instance: CheckFileError(member
    "myPDF")
}
// continue execution
```


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See also Managing errors, GetError (member), GetStatus (sprite), IMP_SetAlertLevel (global), Error codes

GetStatus (sprite)

Syntax `sprite(whichSprite).GetStatus()`

Parameters *whichSprite*: a sprite of type Impressario

Description Returns a numeric error code associated with the sprite specified by *whichSprite*. Errors can be generated whenever a sprite method is called, or a sprite property is set.

If no error occurred, zero (0) is returned.

Lingo example

```
-- check for errors when setting the current page
sprite(15).Page = 55
if sprite(15).GetStatus() then
   -- call your own handler, e.g. CheckPageError(15,55)
end if
-- continue execution
```

JS example

```
// check for errors when setting the current page
sprite(15).Page = 55;
if (sprite(15).GetStatus()) {
  // call your own handler, e.g. CheckPageError(15,55)
}
// continue execution
```

See also Managing errors, GetError (sprite), GetStatus (member), IMP_SetAlertLevel (global)

GetTool (sprite)

Syntax `sprite(whichSprite).GetTool()`

Parameters *whichSprite*: a sprite of type Impressario

Description Returns the symbol of the tool currently in use:

#hand: page scrolling mode

#selectText: the text selection tool (I-beam)

#zoom: the zoom mode (magnifying glass)

#none: no tool is in effect (arrow cursor)

Lingo example

```
-- retrieve the current tool mode
 currentTool = sprite(15).GetTool()
  if (currentTool = #selectText) then
-- pop up a message to user
  end if
```


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JS example

```
// retrieve the current tool mode
currentTool = sprite(15).GetTool();
if (currentTool == symbol("selectText")) {
  // pop up a message to user
}
```

See also SetTool (sprite)

GetView (member)

Syntax member(*whichMember*).GetView()

Parameters *whichMember*: a member of type Impressario

Description Returns a property list containing the member's view properties. This list is the same as is passed to SetView (member): #ViewOptions, #zoomMode, #zoom, #scrollH, #scrollV, #page

Lingo example

```
-- the initial view of the document in member "myPDF"
mySettings = member("myPDF").GetView()
-- [#ViewOptions: #CustomViewOptions, #zoomMode: #ActualSize,
#zoom: 100.0000, #scrollH: 0, #scrollV: 0, #page: 1]
```

JS example

```
// the initial view of the document in member "myPDF"
mySettings = member("myPDF").GetView();
<[#ViewOptions: #CustomViewOptions, #zoomMode: #Custom, #zoom:
    100.0000, #scrollH: 0, #scrollV: 200, #page: 1]>
```

See also SetView (member), Zoom, ZoomMode, Page, ScrollH, ScrollV, GetView (sprite)

GetView (sprite)

Syntax sprite(*whichSprite*).GetView()

Parameters *whichSprite*: a sprite of type Impressario

Description Returns a property list containing the sprite's current view properties. This list has the same properties as the one that is passed to the SetView (sprite) method: #ViewOptions, #ZoomMode, #Zoom #ScrollH, #ScrollV, #Page

Lingo example

```
-- the current view of the document in sprite 15
mySettings = sprite (15).GetView()

-- the property list returned is…
-- [#ViewOptions: #CustomViewOptions, #zoomMode: #Custom, #zoom:
130.0003, #scrollH: 0, #scrollV: 0, #page: 1]
```

JS example

```
// the initial view of the document in member "myPDF"
mySettings = sprite(15).GetView();
-- <[#ViewOptions: #CustomViewOptions, #zoomMode: #Custom, #zoom:
    100.0000, #scrollH: 0, #scrollV: 200, #page: 1]>
```


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See also SetView (sprite), Zoom, ZoomMode, Page, ScrollH, ScrollV, GetView (member)

GoNextView (sprite)

Syntax sprite(*whichSprite*).GoNextView()

Parameters *whichSprite*: a sprite of type Impressario

Description Display the next view of the current document. This method allows users to 'browse" back and forth through hyperlinks. INM Impressario saves in a "stack", as many views as memory will allow.

Lingo example

```
-- Go forward to the next saved view
sprite (15).GoNextView()
```

JS example

```
// Go forward to the next saved view
sprite(15).GoNextView();
```

See also GoPreviousView

GoPreviousView (sprite)

Syntax sprite(*whichSprite*).GoPreviousView ()

Parameters *whichSprite*: a sprite of type Impressario

Description Display the previous view of the current document. This method allows users to 'browse" back and forth through hyperlinks. INM Impressario saves in a "stack", as many views as memory will allow.

Lingo example

```
-- Go back to the previous saved view
sprite (15).GoPreviousView()
```

JS example

```
// Go back to the previous saved view
sprite(15).GoPreviousView();
```

See also GoNextView

GoToBookmark (sprite)

Syntax sprite(*whichSprite*).GotoBookmark(*bookmarkID, [inheritZoom]*)

Parameters *whichSprite*: a sprite of type Impressario

bookmarkID: String. The unique ID of the bookmark entry.

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inheritZoom: True/False. If TRUE, the current zoom of the Impressario sprite is kept; if FALSE, the zoom value of the bookmark is used. Default: TRUE.

Description Navigates to the page, *bookmarkID*. The zoom value depends on the value of *inheritZoom*.

Lingo example
```
-- go to the bookmark just clicked, keep the current zoom
sprite(15).GoToBookmark(myID, TRUE)
```

JS example
```
// go to the bookmark just clicked, keep the current zoom
sprite(15).GoToBookmark(myID, 1);
```

See also GetBookmarks (member)

IMP_GetAlertLevel (global)

Syntax `IMP_GetAlertLevel()`

Parameters None.

Description Returns the global alert level in effect, which determines what errors are automatically displayed to the user. Possible values are #None, #Critical, #All. The default alert level is #All.

Lingo example
```
-- store the current alert level setting
myAlertLevel = IMP_GetAlertLevel()
```

JS example
```
// store the current alert level setting
myAlertLevel = IMP_GetAlertLevel();
```

See also Managing errors, IMP_SetAlertLevel (global)

IMP_GetLanguage (global)

Syntax *whichLang* = `IMP_GetLanguage()`

Parameters None.

Description Returns a string representing the language that is currently being used by INM Impressario for displaying strings in the user interface and error messages. This value is the language parameter specified in the last call to IMP_SetLanguage().

Lingo example
```
-- return the language file currently in use
put IMP_GetLanguage()
-- "fr"
```

JS example
```
// return the language file currently in use
trace(Imp_GetLanguage());
// “fr”
```

See also IMP_SetLanguage (global)

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IMP_GetSmoothing (global)

Syntax `IMP_GetSmoothing()`

Parameters None

Description Returns a property list containing the anti-aliasing (smoothing) settings for three display properties: #SmoothText, #SmoothLineArt and #SmoothImages.

A value of True indicates that documents are displayed with anti-aliasing for the corresponding property.

Examples

```
-- retrieve the current global anti-aliasing settings
put IMP_GetSmoothing()
-- returns a property list like this…
--[#SmoothText:True, #SmoothLineArt:False, #SmoothImages:False]
```

JS example

```
// retrieve the current global anti-aliasing settings
trace(Imp_GetSmoothing());
// <[#SmoothText: 1, #SmoothLineArt: 1, #SmoothImages: 1]>
```

See also IMP_SetSmoothing (global)

IMP_GetXtraVersion (global)

Syntax `IMP_GetXtraVersion()`

Parameters None.

Description Returns a property list containing information regarding the version number of INM Impressario currently running, the variant (Light Version, Full Version or Trial), and the Date the Xtra was compiled, in the form: [#XtraVersion:[*versionprops*], #XtraVariant:*variantString* #XtraDate: *systemdate*]

versionprops is a sub-property list with the following properties, all of type integer: #Major, #Minor, #Revision, #Build

variantString is a string – either "Light Version", "Full Version", "Trial Version", or "No Valid Key"

systemdate is the date the Xtras was compiled, in the date format of the user's operating system

Examples

```
-- put the current version of INM Impressario in the message
window
put IMP_GetXtraVersion()
-- [#XtraVersion: [#Major:2, #Minor:0, #Revision:0, #Build:50],
#XtraVariant: "Full Version", #XtraDate: "Nov 2, 2004 –
14:49:55"]
```

JS example

```
// put the current version of INM Impressario in the message
    window
trace(Imp_GetXtraVersion());
```


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IMP_SetAlertLevel (global)

Syntax `IMP_SetAlertLevel(`*`whichLevel`*`)`

Parameters *whichLevel*: Possible values are:

#None – No errors are displayed to the user

#Critical – only critical errors are displayed automatically

#All – Both errors and warnings are automatically displayed

Description Sets the global alert level in effect, which determines which errors are automatically displayed to the user.

The default alert level is #All.

Lingo example
```
-- set the alert level to show errors, not warnings
IMP_SetAlertLevel(#Critical)
```

JS example
```
// set the alert level to show errors, not warnings
Imp_SetAlertLevel(symbol("Critical"));
```

See also Managing errors, IMP_GetAlertLevel (global method)

IMP_SetLanguage (global)

Syntax *error* = IMP_SetLanguage(*whichLang*)

Parameters *whichLang*: String. The root part of the filename of the XML file to be used for displaying INM Impressario interface messages to the user. This is also the string that is returned by the IMP_GetLanguage() method.

error: String. The error returned. If there is no error reading the XML-formatted text, the *error* returned is "". Otherwise, the string returned is a description of the first error encountered, including the line number where it occurs in the text.

Description This global method allows you to customize the language used in dialog boxes, and error and warning messages that are displayed to the end-user at runtime, by specifying an XML file conforming to the format of the default template file, "en.xml", installed with INM Impressario. A few language files are installed with INM Impressario, but you can create your own to replace or add to the available languages.

The naming convention for the supplied language files is ***<ISO language abbreviation>.xml*** e.g. "en.xml", but they can be anything, as long as the filename matches the *whichLang* parameter specified (without ".xml").

If the language file specified by *whichLang* is not found in a

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folder named **Locales**, either next to the movie, or in the Runtime folder, INM Impressario will use the default English language strings. No error message is generated, but an error number is returned from the method.

If the language file specified is incomplete an error is generated.

If a string definition is not found in the specified language file, the default English string is used instead.

For details on the formatting of Impressario XML language files open the file named "en.xml", installed within the Impressario/Runtime/Locales folder. You can edit the file with any text editor that has the ability to save with **UTF8** encoding.

Note: In Shockwave, the language files must be in a folder named Locales, next to the DCR file, in order for INM Impressario to download them when IMP_SetLanguage() is called. After a file is downloaded, it is available locally throughout the Shockwave session.

Lingo example

```
-- set the language file to French
Err = IMP_SetLanguage("fr")
if (Err <> "") then alert "error loading French language file"
```

JS example

```
// set the language file to French
Err = Imp_SetLanguage("fr");

if (Err != "") {
 _player.alert("error loading French language file");
}
```

See also IMP_GetLanguage (global)

IMP_SetProgressIndicator (global)

Syntax IMP_SetProgressIndicator(*showProgress*)

Parameters *showProgress*: True/False.

Description If *showProgress* is True, progress bars are displayed for all time-consuming operations, such as auto-downloading PDF documents, replacing images, or inserting PDF pages. If *showProgress* is False, progress indicators are not displayed.

Default: True.

Lingo example

```
-- turn off INM Impressario progress indicators
IMP_ SetProgressIndicator (FALSE)
```

JS example

```
// turn off INM Impressario progress indicators
Imp_SetProgressIndicator(0);
```


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IMP_SetSmoothing (global)

Syntax `IMP_SetSmoothing([smoothProperties])`

Parameters *smoothProperties*: a property list containing the following smoothing properties: #SmoothText, #SmoothLineArt and #SmoothImages.

Description Sets the global anti-aliasing options for display of all PDF documents. The *smoothProperties* property list passed can contain one or more of the smoothing properties. A value of True indicates that the document will be displayed with anti-aliasing for the corresponding property.

Lingo example

```
-- set the anti-aliasing levels for a smooth bitmap image
IMP_SetSmoothing([#SmoothImages:True, #SmoothLineArt:False])
```

JS example

```
// set the anti-aliasing levels for a smooth bitmap image
Imp_SetSmoothing(propList("SmoothImages",1 ,"SmoothLineArt",0));
```

See also IMP_GetSmoothing (global)

InsertAutoValues (member) Full Version

Syntax `member(targetMember).InsertAutoValues()`

Parameters *targetMember*: Member of type Impressario, linked to any PDF that contains fields named "Page_Total" and "Page_Current".

Description Calculates the current page and total pages and sets the values of fields named "Page_Current" and "Page_Total" throughout the PDF document linked to member(*targetMember*).

InsertAutoValues can be used with INM Impressario PDF template documents, to create a new PDF, or with a non-template PDF. If the Impressario member specified is a PDF template, the values will be transferred to the newly created PDF once it is saved.

InsertAutoValues should be called after pages are added or removed from a PDF to renumber the pages and recalculate the total.

Lingo example

```
-- insert auto values into a template PDF
member("PDF-template").InsertAutoValues()
-- insert auto values into a PDF that was constructed by insert
   pages
member("myPDF").InsertPages(member("newpage"), 1, 1, 1000)
member("myPDF").InsertAutoValues()
```

JS example

```
// insert auto values into a template PDF
member("PDF-template").InsertAutoValues();
```

See also InsertPageItems (member)

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InsertImage (member) Full Version

Syntax `member(targetMember).InsertImage(placeholder, image[, alignment])`

Parameters

targetMember: Member of type Impressario which is linked to a PDF that contains a placeholder field for the image to be inserted.

placeholder: The name of the form field that defines the area of the page into which the image is inserted.

image: The name of a member of type image, or a reference to an image object.

alignment: Optional parameter. List of properties to specify the alignment of the image within the placeholder object.

Possible alignment values are:

- #**HAlign** : Horizontal alignment within the placeholder rectangle. Values are: #Left, #Center, or # Right
- #**VAlign**: Vertical alignment within the placeholder rectangle. Values are: #Top, #Center, or #Bottom
- #**Scale**: True/False. If true, the image is scaled up or down to fit within the placeholder rectangle. If False, the image is not resized.

If the alignment parameter is omitted, the image will be positioned at the top left corner of the placeholder and will not be scaled. If it does not fit within the placeholder rectangle, it is cropped.

Note: InsertImage inserts the image above all items in the PDF. If you need to preserve the layering of other graphics in your PDF, use ReplaceImage() instead.

Description

Inserts a bitmap image in the PDF document specified by *targetMember*. InsertImage can be used with INM Impressario PDF template documents, to create a new PDF, or with a non-template PDF. The position at which the image is inserted on the page is defined by the *placeholder* field specified in the *targetMember* PDF.

Alignment options can be used to align and scale the image within the placeholder rectangle.

InsertImage() can be used instead of ReplaceImage() for greater control over the positioning of the new image within the page and to avoid naming "containers" within a PDF. However, unlike with ReplaceImage, if you call InsertImage repeatedly, new images are added on top of any existing images and the size of the file grows accordingly.

Lingo example

```
-- insert photo into placeholder, without scaling
member("Brochure").InsertImage("photo", member("car-photo"))
```


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```
-- insert photo into placeholder, aligned to bottom right
member("Brochure").InsertImage("photo", member("car-photo"),
    [#HAlign: #Right, #VAlign: #Bottom, #Scale:False])
```

JS example

```
// insert photo into placeholder, without scaling
member("Brochure").InsertImage("photo", member("car-photo"));
```

See also ReplaceImage (member)

InsertPageItems (member) Full Version

Syntax member(*PDFtemplateMember*).InsertPageItems(*[listOfItems]*)

Parameters

PDFtemplateMember: Member of type Impressario which is a PDF template, containing placeholder fields.

listOfItems: A list of property lists containing the data to be inserted into the PDF, based on the PAGE_ placeholders defined in the template. Each property list within the listOfItems will be of the format:

[**#name:**<*placeholderName*>,

#value: <*data*>,

#options: <*optionsPropertyList*>]

<*placeholderName*> is a the name of a PDF template field beginning with "PAGE_", that defines the position where the data will be inserted.

<*data*> can be HTML text, an image, or an RGB color value.

<*optionsPropertyList*> Optional property list. Depends on the type of data specified in the #value property:

For text data, there are no options, since text can include HTML tags to specify font styles and alignment within the placeholder rectangle.

For image data, the options allowed are the same as those used in the InsertImage() method.

For RGB values, the options allowed are:

- **[#Border]**: draws a 1-pixel empty rectangle in the color specified, to fit the dimensions of the placeholder.
- **[#Fill]**: draws a filled rectangle in the color specified, to fit the dimensions of the placeholder, and behind any other objects.

Description Inserts data into each page of the new PDF document created from the template specified by *PDFtemplateMember*.

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The *listOfItems* matches each piece of data to a particular Page_ placeholder field of the template, which defines its position relative to the page.

This method can be called only once during PDF creation and should be called just before the SaveFromTemplate() method is called to finalize the creation of the new PDF.

If a specified placeholder is not found the method will return an error code and an explicit error statement.

For more information on defining a page items in a PDF template, see Page items.

Lingo example

See also InsertRepeating, InsertSliding ,InsertText, InsertImage

InsertPages (member) Full Version

Syntax member(*targetMember*).InsertPages(*sourceMember, fromPage, numPages, insertAfter*)

Parameters

targetMember: Member of type Impressario into which the PDF pages are inserted.

sourceMember: Member of type Impressario which contains the PDF pages to be inserted into *targetMember*.

fromPage: Integer. The first page number to insert from the source document.

numPages: Integer. The number of pages to be inserted from the source document.

insertAfter: Integer. The page number after which the selected pages will be inserted within the target PDF. For instance, to start inserting pages at the beginning of the target PDF document, specify 0. To append pages to the end of the target PDF document, specify any number greater than or equal to the TotalPages property of the target document.

Description Inserts a set of consecutive pages from the PDF document linked to member *sourceMember,* into the PDF document linked to member *targetMember.* The source and target members must be distinct PDF documents. If they reference the same PDF document an error will be generated.

Lingo example

```
-- insert page 5 of member "specs"
-- between pages 2 and 3 of the existing "Owner-Manual"
member("Owner-Manual").InsertPages(member("specs "),5,1,2)
```

JS example

```
// insert page 5 of member "specs"
// between pages 2 and 3 of the existing "Owner-Manual"
member("Owner-Manual").InsertPages(member("specs"),5,1,2);
```


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See also MovePages (member), DeletePages (member), Merge (member)

InsertRepeating (member) Full Version

Syntax `member(PDFtemplateMember).InsertRepeating([listOfItems])`

Parameters

PDFtemplateMember: Member of type Impressario into which the repeating data will be inserted.

listOfItems: A nested list of property lists containing the data to be inserted into the PDF, based on the repeating placeholder items defined in the template. Each property list within the listOfItems will be of the format:

[**#name:**<*placeholderName*>,

#value: <*data*>,

#options: <*optionSymbol*>]

<*placeholderName*> is a the name of a PDF template field that defines the position where the data will be inserted.

<*data*> can be HTML text, an image, or an RGB color value.

<*optionSymbol*> depends on the type of data specified in the #value property:

For text data, there are no options, since text can include HTML tags to specify font styles and alignment within the placeholder rectangle.

For image data, the options allowed are the same as those used in the InsertImage() method.

For RGB values, the options allowed are:

- **#Border**: draws a 1-pixel empty rectangle in the color specified, to fit the dimensions of the placeholder.
- **#Fill**: draws a filled rectangle in the color specified, to fit the dimensions of the placeholder, and behind any other objects.

Description Inserts repeating data into the PDF document specified by *PDFtemplateMember*. Each list item in the *listOfItems* defines values for all the placeholders of the RepeatRegion whose names begin with "REPEAT_". The entire set of REPEAT_ items is redrawn on the page for each list within the *listOfItems.*

This method should be called only once during PDF creation. Once INM Impressario is done processing the repeated items, it will remove all placeholder items related to repeating.

If a specified placeholder is not found in the template PDF,

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the method will return an error code and an explicit error statement.

For more information on defining a RepeatRegion in a PDF template, see Repeating items.

Lingo example

```
-- build a list of property lists for the repeating section
lRepeat = []
  counter = 0
  repeat while flag = TRUE
    lProduct = []
    counter = counter + 1
    if counter mod 2 = 0 then
      -- color every other row yellow in the repeating region
      rgbfill = rgb(255,220,100)
      lItem = propList(#Name,"REPEAT_BACKCOLOR",
    #Value,rgbfill, #Options,[#Fill]) -- fill yellow
      lProduct.add(lItem)
      lItem = propList(#Name,"REPEAT_BACKCOLOR",
    #Value,rgb(0,0,0), #Options,[#Border]) -- black border
      lProduct.add(lItem)
    else
      lItem = propList(#Name,"REPEAT_BACKCOLOR",
    #Value,rgb(0,0,0),#Options,[#Border])
      lProduct.add(lItem)
    end if
    lItem = propList(#Name,"REPEAT_Image",
    #value,member("bmp_SmallImage").image.duplicate(),
    #Options,[#HAlign:#Left,#VAlign:#Top,#Scale:TRUE])
    lProduct.add(lItem)
    lItem = propList(#Name,"REPEAT_ProductName",
    #Value,member("txt_ProductName").HTML)
    lProduct.add(lItem)
    lItem = propList(#Name,"REPEAT_Model",
    #Value,member("txt_Model").HTML)
    lProduct.add(lItem)
    lItem = propList(#Name,"REPEAT_Price",
    #Value,member("txt_Price").HTML)
    lProduct.add(lItem)


    if NOT member("RS-Products").IsEnd() then
      member("RS-Products").GoNext()
      member("bmp_SmallImage").filename =
    convertFilename(member("RS-
    Products").GetFieldValue("IMAGEPATH"))
    else
      flag = FALSE
    end if
-- add the property list for this product to the repeat list
    lRepeat.add(lProduct)
  end repeat
-- insert all selected products into the repeating section
```


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```
member("PDF-Template").InsertRepeating (lRepeat)
```

See also InsertSliding, InsertText, InsertImage

InsertSliding (member) Full Version

Syntax member(*PDFtemplateMember*).InsertSliding(*[listOfItems]*)

Parameters

PDFtemplateMember: Member of type Impressario into which the repeating data will be inserted.

listOfItems: A list of property lists containing the data to be inserted into the PDF, based on the sliding placeholders defined in the template. Each property list within the listOfItems will be of the format:

[**#name:**<*placeholderName*>,

#value: <*data*>,

#options: <*optionsPropertyList*>]

<*placeholderName*> is a the name of a PDF template field beginning with "SLIDE_", that defines the position where the data will be inserted.

<*data*> can be HTML text, an image, or an RGB color value.

<*optionsPropertyList*> Optional property list. Depends on the type of data specified in the #value property:

For text data, there are no options, since text can include HTML tags to specify font styles and alignment within the placeholder rectangle.

For image data, the options allowed are the same as those used in the InsertImage() method.

For RGB values, the options allowed are:

- **[#Border]**: draws a 1-pixel empty rectangle in the color specified, to fit the dimensions of the placeholder.
- **[#Fill]**: draws a filled rectangle in the color specified, to fit the dimensions of the placeholder, and behind any other objects.

Description Inserts data into the PDF document specified by *PDFtemplateMember*. The *listOfItems* matches each piece of data to a particular "SLIDE_" placeholder field of the template, which defines its position relative to the SLIDEREGION boundaries.

This method should be called only once during PDF creation; it must be called after InsertRepeating, and must contain all the sliding items to be inserted. Once INM Impressario is done processing the sliding items, it will

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remove all related placeholder items from the new PDF document.

If a specified placeholder is not found in the template PDF, the method will return an error code and an explicit error statement.

For more information on defining a sliding items in a PDF template, see Sliding items.

Lingo example

```
-- Draw the sliding elements
  lSlide = []
  lItem = propList(#Name,"SLIDE_TotalBorder",
    #Value,rgb(10,10,10),#Options,[#Fill])
  lSlide.add(lItem)
  lItem = propList(#Name,"SLIDE_LBLTotal", #Value,"<HTML><BODY><font
    face="& QUOTE & "Helvetica, Helvetica" & QUOTE & "
    size=4><B>Total: </B></FONT></BODY></HTML>") -- hard-coded HTML
  lSlide.add(lItem)
  lItem = propList(#Name,"SLIDE_Total",
    #Value,member("txt_RecordCount").HTML) --HTML property of member
    lSlide.add(lItem)
  -- insert the list of sliding items into the new PDF
  -- based on the template placeholders
  member("PDF-Template").InsertSliding(lSlide)
```

See also InsertRepeating, InsertText, InsertImage

InsertText (member) *Full Version*

Syntax member(*PDFtemplateMember*).InsertText(*placeholder*, *textToInsert*)

Parameters

PDFtemplateMember: Member of type Impressario into which the PDF pages are inserted.

placeholder: The placeholder field into which the text will be inserted. The field name should begin with "DYNAMIC_"

textToInsert: Either HTML-encoded text or plain text to be inserted into the placeholder field

Description Used when creating new PDF document from an INM Impressario template PDF. Inserts text into the rectangular area defined by the *placeholder* field within a new PDF that is created based on a PDF template.

Lingo example

```
-- insert the title INVOICE on the first page
 member("templatePDF").InsertText("DYNAMIC_Title",
    "<HTML><BODY><center><font face="& QUOTE & "Helvetica,
    Helvetica" & QUOTE & "
    size=4><B>INVOICE</B></FONT></center></BODY></HTML>")
```

JS example

```
// insert the title INVOICE on the first page
```


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```
member("templatePDF").InsertText("DYNAMIC_Title",
   "<HTML><BODY><center><font face="& QUOTE & "Helvetica,
   Helvetica" & QUOTE & "
   size=4><B>INVOICE</B></FONT></center></BODY></HTML>");
```

See also Generating PDFs via templates

Merge (member) Full Version

Syntax member(*targetMember*).Merge(*sourceMember*)

Parameters

targetMember: Member of type Impressario which receives the newly merged PDF file.

sourceMember: Member of type Impressario which contains the PDF document to be appended to *targetMember*.

Description Appends all the pages from the PDF document linked to member *sourceMember,* onto the end of the PDF document linked to member *targetMember.* The source and target members must be distinct PDF documents. If they reference the same PDF document an error will be generated.

Lingo example

```
-- merge "certificate" to the end of "final-exam"
member("final-exam").Merge (member("certificate"))
```

JS example

```
// merge "certificate" to the end of "final-exam"
member("final-exam").Merge(member("certificate"));
```

See also InsertPages (member), DeletePages (member), MovePages (member)

MovePages (member) Full Version

Syntax member(*whichMember*).MovePage(*fromPage, numPages, insertAfter*)

Parameters

whichMember: A member of type Impressario.

fromPage: Integer. The first page of the selection to be moved.

numPages: Integer. The number of pages to be moved (to move a single page, specify 1)

insertAfter: Integer. The page after which you want the set of pages to be moved. For instance, specify 0 to move the set to the beginning of the PDF document. If *insertAfter* is greater than the number of pages in the document, the set of pages is moved to the end of the document.

Description Moves a selection of pages from the PDF document linked to member *whichMember,* to a different location within that same document.

Lingo example

```
-- move pages 6-8 of member "Owner-Manual" to the end of the
    document
```


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```
member("Owner-Manual").MovePages(6,3,999)
```

JS example

```
// move pages 6-8 of member "Owner-Manual" to the end of the
    document
member("Owner-Manual").MovePages(6,3,999);
```

See also InsertPages (member), DeletePages (member), Merge (member)

Print (member)

Syntax member(*whichMember*).Print([, *Options*])

Parameters

whichMember: a member of type Impressario

Options: an optional property list containing the following properties:

#ShowPrintOptions: True/False. Default: True.

#ShowPageSetup: True/False. Default: False.

#StartPage: Integer. Default: 1.

#EndPage: Integer. Default: total number of pages.

#NumberOfCopies: Integer. Default: 1.

#Quality: Symbol. #High, #Medium, or #Low. Default is #High. These quality settings correspond to 72, 150 and 300 dpi, respectively.

#ShinkToFit: True/False. Default: True.

Description

Print the PDF document linked to member *whichMember*, from *#StartPage* to *#EndPage* inclusive. If *#EndPage* exceeds the total number of pages in the document, all the document pages are printed; no warning is generated.
If *#ShowPrintOptions* is True, the Print Options dialog will be displayed, allowing the user to select printer-specific options. Otherwise it will be hidden. If the user clicks Cancel, a warning (70) is generated.

#ShowPageSetup only applies on Mac systems. If True, the Page Setup dialog is displayed before the Print Options dialog. On Mac, the Page Setup dialog provides the only way to ensure that the PDF document is correctly sized to the paper being printed on. On Windows the Page Setup dialog is accessible from the Print Options dialog, so there is never a separate dialog box for page setup.

When printing legal sized documents on legal paper (8.5" X 14") the user must select the paper size from the Page Setup dialog box.

#Quality only applies on Mac. On Windows the document's default print resolution is always used.

The #ShrinkToFit option allows you to turn on or off

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automatic shrinking of the document to fit the paper size. Set #ShrinkToFit to False if you want your documents to print at 100% of their original size. However, when #ShrinkToFit is set to FALSE, some cropping may occur.

Lingo examples

```
-- print the document linked to member named “myPDF”
member("myPDF").Print()
-- print with no dialog, at medium quality
member("myPDF").Print([#ShowPrintOptions:False,#Quality:#Medium])
```

JS examples

```
// print the document linked to member named "myPDF"
member("myPDF").Print();
// print with no dialog, at medium quality
member("myPDF").Print(propList("ShowPrintOptions",0,
    "Quality",symbol("Medium")));
```

RemoveListener (sprite) Full Version

Syntax sprite(*whichSprite*).RemoveListener(*mySpriteNum*)

Parameters

whichSprite: a sprite of type Impressario

mySpriteNum: the number of the Director sprite to receive Impressario events from *whichSprite*

Description To be used in conjunction with the AddListener() method. Tells INM Impressario to stop sending events from the Impressario sprite in channel *whichSprite* to the sprite in channel *mySpriteNum*.

Lingo example

```
-- tell INM Impressario to forget about sending events
-- from the Impressario sprite in channel 15
on BeginSprite me
   sprite(15).RemoveListener(me.SpriteNum)
end BeginSprite
```

JS example

```
// tell INM Impressario to forget about sending events
// from the INM Impressario sprite in channel 15
function beginSprite (me) {
  sprite(15).RemoveListener(me.SpriteNum);
}
```

See also AddListener (sprite)

ReplaceImage (member) Full Version

Syntax member(*whichMember*).ReplaceImage(*ContainerName*, *whichImage*)

Parameters

whichMember: A member of type Impressario

ContainerName: String. The name of the PDF container in the document that contains the image to be replaced.

whichImage: The name of a member of type image, or a

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reference to an image object.

Description

Replaces the first image within the container named *ContainerName,* in the PDF document linked to Impressario member *whichMember*, with the image object *whichImage.* This method cannot be used to replace vector images.

Lingo examples

```
-- replace the image in container “logo-container” by the
-- bitmap image in the member named “mylogo”
ReplaceImage(member(“myPDF”), “logo-container”, member(“mylogo”))
-- create a new image to pad with black pixels before inserting
  myNewImage = image(120,120,32)
  myNewImage.fill(0, 0, 120, 120, color(#rgb, 0, 0, 0))
  myNewImage.copyPixels(member("mylogo").image, rect(30, 30, 90,
    90), rect(0, 0, 60, 60), [#ink:#copy])
  ReplaceImage(member("myPDF"),"logo-container",myNewImage)
```

JS examples

```
  // replace the image in container "logo-container" by the
  // bitmap image in the member named "mylogo"
  member("myPDF").ReplaceImage("logo-container",
    member("mylogo"));

  // create a new image to pad with black pixels before inserting
  myNewImage = image(120,120,32);
  myNewImage.fill(0, 0, 120, 120, color(symbol("rgb"), 0, 0, 0));
  myNewImage.copyPixels(member("mylogo").image, rect(30, 30, 90,
    90), rect(0, 0, 60, 60), propList(symbol("ink"),0));
  member("myPDF").ReplaceImage("logo-container",myNewImage)
```

See also

GetPageImage (member), InsertImage (member)

Save (member)

Syntax

member(*whichMember*).Save([*, filename*])

Parameters

whichMember: a member of type Impressario

fileName: Optional parameter. String containing the path and file name to save to.

Description

Saves the current PDF document of member *whichMember*.

fileName is the absolute pathname to save to.

This method is useful for saving a PDF document with form data that has been entered by the user at run-time, or saving a PDF that has been altered using InsertPages, DeletePages, ReplaceImage, etc.

If the current document is a local file and there is no password protection against saving (changes allowed), the document can be saved. If the document is protected against saving, the function displays an alert (or simply

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returns the error, if the global alert level is set to not display the error messages).

If no *fileName* is specified, the saved document replaces the original, and the save is incremental. If a *fileName* parameter is specified, a complete save operation is performed (equivalent to "SaveAs"), optimizing the file size.

Note: You cannot save over a document that is open in another application, or by another user. INM Impressario will generate an error.

Lingo example

```
-- save the open PDF (the subfolder must exist)
member("myPDF").Save(the moviepath & "PDFs/myDoc2.pdf")
```

JS example

```
// save the open PDF (the subfolder must exist)
member("myPDF").Save(_movie.path + "PDFs/myDoc2.pdf")
```

SaveFromTemplate (member)

Syntax

member(*whichmember*).SaveFromTemplate (*filename*)

Parameters

whichMember: an Impressario member that is linked to a Template PDF document

filename: the absolute filename to which the newly created PDF document is saved.

Description

Finalizes the process of creating a new PDF document based on the template PDF linked to member *whichMember,* and saves the newly created PDF document on disk with the file name specified.

Lingo example

```
-- create a new proposal based on a template PDF
member("PDF-Template").CreateFromTemplate()
member("PDF-Template").InsertText(
    "DYNAMIC_Date",member("txt_Today").HTML)
member("PDF-Template").InsertImage(
    "DYNAMIC_Logo",member("mylogo").image,[#HAlign:#LEFT,
    #Valign:#TOP, #Scale:True])
member("PDF-Template").SaveFromTemplate(the moviepath
    &"output.pdf")
```

JS example

```
// create a new proposal based on a template PDF
member("PDF-Template").CreateFromTemplate();
member("PDF-Template").InsertText(
    "DYNAMIC_Date",member("txt_Today").HTML);
member("PDF-Template").InsertImage(
    "DYNAMIC_Logo",member("mylogo").image,[#HAlign:#LEFT,
    #Valign:#TOP, #Scale:True]);
member("PDF-Template").SaveFromTemplate(the moviepath
    &"output.pdf");
```

See also

CreateFromTemplate, InsertAutoValues, InsertImage, InsertRepeating, InsertSliding, InsertText

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SetFields (member) Full Version

Syntax member(*whichMember*).SetFields(*fieldPropertiesList*)

Parameters *whichMember*: a member of type Impressario

fieldPropertiesList: a list of property lists, each containing the #name and #value pair for the form fields you are setting. The name and value strings are case sensitive.

Description Sets the form controls of the PDF document in member *whichMember*, to the values specified in a list of property lists, *fieldPropertiesList*. Each sub-list must contain:

#name: name associated to the field

#value: String. Value of the field, as assigned in Acrobat.

Note: For check boxes, you need to set the value to whatever export value was defined in Acrobat when the form was created. By default, if no export value was defined, the checked state is "Yes" and the unchecked state is "Off". Also, remember that the #name and #value are case sensitive strings.

Lingo example

```
-- set the values of all fields in member "MyPDF"
myFields = [[#name:"First", #value:"Gabrielle"], [#name: "Last",
    #value:"Krim"], [#name:"title", #value:"Product Manager"]]
member("MyPDF").SetFields(myFields)
```

JS example

```
// set the values of all fields in member "MyPDF"
myFields = list();
myFields.append(propList(symbol("name"),"First",
    symbol("value"),"Gabrielle"));
myFields.append(propList(symbol("name"),"Last",
    symbol("value"),"Krim"));
myFields.append(propList(symbol("name"),"title",
    symbol("value"),"Product Manager"));
member("MyPDF").SetFields(myFields);
```

See also GetFields (member), GetAllFields (member)

SetFocus (sprite) Full Version

Syntax Sprite(*whichSprite*).SetFocus(*controlName*)

Parameters *whichSprite*: a sprite of type Impressario

controlName: String. The name of the PDF form control to position the cursor in.

Description Sets the focus to the form control specified by *controlName* within the PDF document displayed in sprite *whichSprite*.

Lingo example

```
-- set the focus to the first text field on the page
sprite( ImpressarioSprite ).SetFocus("textfield1")
```

JS example

```
// set the focus to the first text field on the page
sprite(ImpressarioSprite).SetFocus("textfield1");
```

See also GetFields (member), GetAllFields (member), IMP_LostFocus

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SetHighlightColors(member)

Syntax `member(whichMember).SetHighlightColors(colors)`

Parameters *whichMember*: a member of type Impressario

colors: List. A list of RGB values or an empty list.

Description Sets the list of colors that are used to highlight multiple words in the PDF during the Find operation and when the Highlighting property is set to True. The first word searched is highlighted using the first color in the list, the second word, using the second color, and so on. Up to 10 different highlight colors can be specified. The color list is recycled if more words are searched than the number of colors in the list.

Setting the value of *colors* to [] returns the highlight colors to the default list :

Yellow	Green	Blue	Pink	Orange	Violet
255, 255, 0	130,255,130	170, 238, 255	255,230,230	255, 200, 100	230, 200, 255

Lingo example

```
-- define Red, green, and blue as highlighting colors
sprite(15).SetHighlightColors([rgb(255,0,0), rgb(0,255,0),
    rgb(0,0,255)])
-- go back to default colors
sprite(15).SetHighlightColors ([])
```

JS example

```
// define Red, green, and blue as highlighting colors
sprite(15).SetHighlightColors([rgb(255,0,0), rgb(0,255,0),
    rgb(0,0,255)]);
```

See also Find (sprite), Highlighting (sprite)

SetKeyResponse (sprite)

Syntax `sprite(whichSprite).SetKeyResponse ([keyList])`

Parameters *whichSprite*: a sprite of type Impressario

keyList: a property list containing one or more of the following:

#All: `True/False`. If True, all INM Impressario keyboard commands are active. If False, all INM Impressario keyboard commands are ignored.

#Page: `True/False`. If True, the Left arrow, Right arrow, PageUp, PageDown, Home and End keys can be used to navigate to Previous, Next, First and Last pages.

#Scroll: `True/False`. If True, the Up and Down arrow keys can be used to scroll the current page vertically

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within the sprite rectangle.

#Tabs: `True/False`. If True, TAB and Shift+TAB keys can be used to navigate through form controls.

#SelectAll: `True/False`. If True, Ctrl+A or Command+A keys can be used to select the entire text of the document.

#Copy: `True/False`. If True, Ctrl+C or Command+C keys can be used to copy the selected text to the clipboard. This property only affects the ability to copy selected text within the page, not text within fields. The keyboard shortcuts are always active for editable text fields.

#Find: `True/False`. If True, Ctrl+F or Command+F keys can be used to open the Find dialog box.

#Print: `True/False`. If True, Ctrl+P or Command+P keys can be used to open the Print dialog box.

Description

Turns on or off the INM Impressario commands that can be invoked from the keyboard. By default, all keyboard shortcuts are active. The property **#All** can be used in combination with other properties, as illustrated in the examples below.

Lingo examples

```
-- enable only the up and down arrow keys for scrolling
sprite (15).SetKeyResponse([#All:False, #scroll:True])

-- turn on all keys, except Find and Print
 sprite (15).SetKeyResponse ([#All:True, #Find:False,
#Print:False])
```

JS examples

```
// enable only the up and down arrow keys for scrolling
lProps = propList();
lProps.setaProp(symbol("All"),    0);
lProps.setaProp(symbol("scroll"), 1);
sprite(15).SetKeyResponse(lProps);

// turn on all keys, except Find and Print
lProps = propList();
lProps.setaProp(symbol("All"),   1);
lProps.setaProp(symbol("Find"),  0);
lProps.setaProp(symbol("Print"), 1);
sprite(15).SetKeyResponse(lProps);
```

See also

GetKeyResponse (sprite), Keyboard shortcuts

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SetTool (sprite)

Syntax sprite(*whichSprite*).SetTool(*whichMode*)

Parameters *whichSprite*: a sprite of type Impressario

whichMode: #hand, #selectText, #zoomIn, #zoomOut #none.

#hand: sets the mode to allow scrolling when user drags the cursor within the sprite.

#selectText: sets the mode to allow the user to select text by clicking the mouse and dragging

#zoom: sets the mode to allow the user to zoom in (or out) on a specific area of the PDF document. The cursor is displayed as a magnifying glass with a plus (+) sign inside.

When the document is clicked, it is displayed at the next higher percentage, from a list of predetermined zoom values [8, 12.5, 25, 33.33, 50, 66.67, 75, 100, 125, 150, 200, 300, 400, 600, 800, 1200, 1600], and centered on the point that was clicked.

When the mouse button is held down and dragged to define a rectangular zoom area, the largest dimension of that rectangle fills the Impressario sprite rectangle.

Holding the Shift key down puts the zoom tool in Zoom Out mode; the cursor is displayed with a minus (-) sign and the document is zoomed out keeping the center point clicked, or the center of the defined rectangular area.

#none: sets the mode to nothing; the cursor becomes an arrow.

Description Changes the mode of user interaction for the PDF document in sprite *whichSprite*. The cursor icon is a hand, when #hand is specified, an I-beam, when #selectText is specified, a magnifying glass when #zoom is specified, and an arrow when #none is specified.

Lingo example

```
-- set the current mode to selectText
 sprite (15).SetTool(#selectText)
```

JS example

```
// set the current mode to selectText
sprite(15).SetTool(symbol("selectText"));
```

See also GetTool (sprite)

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SetView (member)

Syntax `member(whichMember).SetView(viewProperties)`

Parameters

whichMember: a member of type Impressario

viewProperties: a property list containing one or more document properties:

#ViewOptions: either #CustomViewOptions or #DocumentViewOptions.

#Page: Integer. Initial page number to display. Default: 1.

#ZoomMode: One of the following predefined values: #ActualSize, #FitWidth, #FitPage or #Custom. Default: #FitPage.

#Zoom: Percentage (between 8 and 1600) Default: 100.

#ScrollH: Horizontal position of the scroll. Default: 0.

#ScrollV: Vertical position of the scroll. #FitWidth

Description Changes the view properties of the document in member *whichMember* (zoom, zoom mode, scroll, page). If a property is not specified its value doesn't change, except the #ViewOptions property, which changes to #CustomViewOptions when one of the other properties is set.

Calling this member method also changes the current view options in all sprites that display *whichMember.*

Lingo example

```
-- set the view properties for member "myPDF" to show the entire page
SetView(member "myPDF", [#Page:1, #ZoomMode:#FitPage])
```

JS example

```
// set the view properties for member "myPDF" to show the entire
    page
lProps = propList();
lProps.setaProp(symbol("Page"), 1);
lProps.setaProp(symbol("ZoomMode"), symbol("FitPage"));
member("myPDF").SetView(lProps);
```

See also Page, ScrollH, ScrollV, ZoomMode, Zoom, GetView (member)

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SetView (sprite)

Syntax `sprite(`*`whichSprite`*`).SetView(`*`viewProperties`*`)`

Parameters

`whichSprite`: a sprite of type Impressario

`viewProperties`: a property list to specify one or more document properties

#ViewOptions: either #CustomViewOptions or #DocumentViewOptions.

#Page: Integer. Page number to display. Default:1.

#ZoomMode: One of the following predefined values: #ActualSize, #FitWidth, #FitPage or #Custom. Default: #FitPage.

#Zoom: Percentage (between 8 and 1600) Default: 100.

#ScrollH: Horizontal position of the scroll.

#ScrollV: Vertical position of the scroll.

Description Changes the current view based on the specified view properties (zoom, scroll, page). If a property is not specified, its value doesn't change, except the #ViewOptions property, which changes to #CustomViewOptions when one of the other properties is set.

Lingo example

```
-- set the current view to show page 9, 200 pixels down from the top
SetView(sprite 15, [#Page:9, #ZoomMode:#FitWidth, #ScrollV:200])
```

JS example

```
// set the current view to show page 9, 200 pixels down from the top
lProps = propList();
lProps.setaProp(symbol("Page"),9);
lProps.setaProp(symbol("ZoomMode"), symbol("FitWidth"));
lProps.setaProp(symbol("ScrollV"), 200);
sprite(15).SetView(lProps);
```

See also Page, ScrollH, ScrollV, ZoomMode, Zoom, GetView (sprite)

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INM Impressario Events Full Version

INM Impressario allows developers increased control over PDF interaction by triggering events, which can be handled by Director through Lingo or Javascript. The events are sent directly to the Impressario sprite; if the sprite contains the appropriate event handler in a behavior script, that handler is executed.

This section provides a list of all the events and the syntax and parameters for scripting each event handler. Some of the events allow the associated handler to override the INM Impressario default behavior, such as preventing the execution of a hyperlink click.

How INM Impressario Events are Received Full Version

By default the Impressario sprite receives all events. If a handler is present on the Impressario sprite, it is executed and control returns to INM Impressario.

If there is no handler on the Impressario sprite itself, or if there is a handler and it contains the command "Pass", the event is passed along Director's object hierarchy first to the frame, and then to the movie itself. If the associated event handler is present in either of these objects' scripts, it gets executed.

If there is a sprite that is registered to receive INM Impressario events, via the AddListener() method, that sprite also receives events that are triggered by the Impressario sprite it has registered to "listen" to.

Note: When the event is received through the default Impressario sprite > frame > movie hierarchy, the first parameter of the event handler is a reference to the Impressario sprite. However, if AddListener() is used to register any sprite to receive Impressario events, the first parameter of the handler is a reference to the script instance.

Events for Page and Document Changes Full Version

These events allow you to refresh the display of controls in your movie depending on the PDF document and current page being displayed.

#IMP_DocumentChanged Full Version

Syntax on IMP_DocumentChanged(*spriteRef*, *oldDocumentPath*, *newDocumentPath*)

Parameters *spriteRef*: Object reference to the Impressario sprite, or, if AddListener is used, a reference to the script instance that receives the event.

oldDocumentPath: the full path of the previous document

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newDocumentPath: the full path of the new document

Description

The #IMP_DocumentChanged event is triggered whenever the filename of an Impressario member changes. It cannot be intercepted or overridden. In order to prevent a new document from being opened when a hyperlink is clicked, trap the #IMP_HyperlinkClick or #IMP_AutoDownloadRequest events.

Lingo example

```
-- track which documents have been opened by the user
-- append the document name to a list
global gViewedList[]
on IMP_DocumentChanged me, oldPDF, newPDF
   myPDFmember = sprite(pImpressarioSprite).member
   gViewedList.append(member(myPDFmember).filename)
end
```

JS example

```
// track which documents have been opened by the user
// append the document name to a list
_global.gViewedList;

function IMP_DocumentChanged (me, oldPDF, newPDF) {
  if (typeof(gViewedList)=="undefined") {
    gViewedList = list();
  }
  myPDFmember = sprite(pImpressarioSprite).member;
  gViewedList.append(myPDFmember.filename);
} // IMP_DocumentChanged
```

See also Filename

#IMP_PageChanged Full Version

Syntax

on IMP_PageChanged *spriteRef oldPageNumber, newPageNumber*

Parameters

spriteRef: Object reference to the Impressario sprite, or, if AddListener is used, a reference to the script instance that receives the event.

oldPageNumber: the previous page displayed in the Impressario sprite.

newPageNumber: the new page about to be displayed in the Impressario sprite.

Description

The #PageChanged event is triggered whenever the current page displayed in an Impressario sprite changes.

In order to cancel the page change, you would set the Page property of the Impressario sprite to *oldPageNumber*.

Lingo example

```
-- show the current page number in a text member on screen
on IMP_PageChanged me oldPageNum newPageNum
   member("txt_CurrentPage").text = newPageNum
```


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```
end
```

JS example

```
// show the current page number in a text member on screen
function IMP_PageChanged (me, oldPageNum, newPageNum) {
  member("txt_CurrentPage").text = (newPageNum).toString();
} // IMP_PageChanged
```

See also Page

Events for Form Controls and Hyperlinks Full Version

These events let you know how the user is interacting with your PDF document, including which form control or hyperlink the user has clicked, and when a PDF document is being auto-downloaded.

#IMP_AutodownloadRequest Full Version

Syntax on IMP_AutodownloadRequest (*spriteRef*, *URL*)

Parameters *spriteRef*: Object reference to the Impressario sprite.

URL: String—the URL that requires downloading.

Description This event is sent after the #IMP_HyperlinkClick event, only when the destination is a URL that is a PDF file and needs to be downloaded. If the IMP_HyperlinkClick event is trapped and TRUE is returned, the IMP_AutoDownload event is not sent.

This event is sent even if the #AutoDownload property for the member is set to FALSE. It is not sent if the same URL has already been downloaded once during the current session of the application.

If the event handler returns FALSE, INM Impressario will perform the AutoDownload; if the handler returns TRUE, INM Impressario will ignore it.

Lingo examples

```
-- stop the download if the URL is not known
on IMP_AutodownloadRequest me theURL
  if NOT(theURL contains "www.INM.com") then
    alert ("The PDF document requested cannot be downloaded." &
    RETURN & "Only documents from INM's website are allowed.")
    return TRUE  -- prevent the download
  end if
  return FALSE  -- let INM Impressario handle the download
end
```

JS example

```
// stop the download if the URL is not known
function IMP_AutodownloadRequest (me, theURL) {
  if (theURL.indexOf("www.INM.com") == -1) {
    _player.alert( "The PDF document requested cannot be
    downloaded. Only documents from INM's website are allowed.");
```


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```
    return 1;  // prevent the download
  }
  return 0;  // let INM Impressario handle the download
} // IMP_AutodownloadRequest
```

See also IMP_HyperlinkClick, AutoDownload (member)

#IMP_HyperlinkClick *Full Version*

Syntax on IMP_HyperlinkClick *spriteRef, hyperlinkInfo*

Parameters *spriteRef*: Object reference to the Impressario sprite that receives the event.

hyperlinkInfo: Property list. The properties included in the list depend on the #Type of hyperlink clicked. The #Type and #FilePath are always included.

#Type: Symbol. One of the following:

#GoTo: a reference to a page/view in the current PDF document.

#GoToRemote: a reference to a page/view in another document (but not an URL).

#Launch: a reference to a local document that is not a PDF or URL. It will be opened using the application that is registered in the OS as a handler for that document type.

#Url: - a URL that will be opened with the default browser (the OS handles the opening of this URL)

#UrlPdf: - a URL to a PDF file that INM Impressario will attempt to open in the Impressario member if the member's AutoDownload property is set to true.

#FilePath: String. The absolute filename of the destination document (if applicable).

#Text: String. The text of the hyperlink.

#Tooltip: String. The text of any tooltip associated with the hyperlink.

The following properties are only returned for hyperlinks to destinations within the current PDF document or hyperlinks to a specific location within a remote PDF:

#ViewOptions: Symbol. Either #DocumentViewOptions or #CustomViewOptions.

#zoomMode: Symbol. Either #FitPage, #FitWidth, #ActualSize, #InheritZoom, or #Custom. #InheritZoom keeps the current zoom value of the sprite.

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#zoom: Float. The percentage of scaling that will be applied to the document once the hyperlink destination is loaded.

#ScrollH: Integer. The horizontal scroll position of the destination

#ScrollV: Integer. The vertical scroll of the destination, in pixels.

#Page: Integer. The page of the destination.

Description

This event is sent to the Impressario sprite when the user clicks a hyperlink in the PDF document or when the GoToBookmark method is called.

To override the INM Impressario default behavior, return TRUE from the on HyperlinkClick event handler; INM Impressario will then ignore the hyperlink and do nothing.

If the on HyperlinkClick handler returns FALSE, or if it is not present, INM Impressario will behave normally and try to open (or download) the destination.

Lingo example

```
on IMP_HyperlinkClick me, linkInfo
-- restrict hyperlinks to the INM website
   if (linkInfo.Type = #Url) OR (linkInfo.Type = #UrlPDF)
then
      if NOT (linkInfo.FilePath contains "www.INM.com")
then
       alert("Sorry, access to this site is denied")
       return TRUE -- tell INM Impressario to ignore the
link
     end if
   end if
-- let INM Impressario process local and INM web links
   return FALSE
end IMP_ HyperlinkClick
```

JS example

```
function IMP_HyperlinkClick (me, linkInfo) {
  // restrict hyperlinks to the INM website
  if ((linkInfo.Type == symbol("Url")) || (linkInfo.Type
   = symbol("UrlPDF"))) {
    if (theURL.indexOf("www.INM.com") == -1) {
      _player.alert("Sorry, access to this site is
   denied");
      return 1; // tell INM Impressario to ignore the
   link
    }
  }
  // let INM Impressario process local and INM web links
  return 0;
} // IMP_ HyperlinkClick
```

See also

IMP_AutodownloadRequest, IMP_MouseClick

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#IMP_GotFocus Full Version

Syntax

on IMP_GotFocus (*spriteRef*, *controlType*, *controlName, controlTooltip)*

Parameters

spriteRef: Object reference to the Impressario sprite that receives the event.

controlType: Symbol. One of the following values: #button, #field, #radioButton, #checkbox.

controlname: String. The name of the PDF form control just entered.

controltooltip: String. The tooltip associated with the control.

Description

This event is sent to the Impressario sprite when the focus moves from one PDF form control to another, i.e., when the user presses Enter, Return, TAB or Shift+TAB, or as a result of a call to SetFocus().

Lingo example

```
-- if the control is a the SEND button pop up a message
on IMP_GotFocus me controlType controlName controlTip
   if controlName = "btnSubmit") then
      alert ("Click the Submit button to send your information.")
-- when the button is clicked, a Lingo handler executed on the
    IMP_MouseClick event will send the data.
   end if
end IMP_GotFocus
```

JS example

```
// if the control is the SEND button pop up a message
function IMP_GotFocus (me, controlType, controlName,
    controlTip) {
   if (controlName == "btnSubmit") {
     _player.alert ("Click the Submit button to send your
    information.");
     // when the button is clicked, a Lingo handler that executes
    on the IMP_MouseClick event will send the data.
   }
} // IMP_GotFocus
```

See also

GetFields (member), SetFocus (sprite), IMP_LostFocus

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#IMP_KeyPress Full Version

Syntax

on IMP_KeyPress (*spriteRef*, *objectType*, *objectName*, *keyValue*)

Parameters

spriteRef: Object reference to the Impressario sprite that receives the event.

objectType: Symbol. One of the following values: #field, #radioButton, #checkbox.

objectName: String. The name of the field that has the focus when the key is pressed.

keyValue: Integer. The code of the key pressed, as is returned by the platform.

Description

This event is sent to the Impressario sprite when a key is pressed inside an editable control (field).

To abort the default behavior, return TRUE from the IMP_KeyPress handler; INM Impressario will ignore the key. Return FALSE to allow INM Impressario to handle the key press normally.

Lingo example

```
-- prevent user from entering non-numeric characters
on IMP_KeyPress me, oType, oName, key
   if oName = "fldPercentage" then
      if "1234567890" contains key then
         Return FALSE
      else
         Return TRUE -- ignore the character
      end if
   end if
end IMP_KeyPress
```

JS example

```
// prevent user from entering non-numeric characters
function IMP_KeyPress (me, oType, oName, key) {
  if (oName == "fldPercentage") {
    if (("1234567890").indexOf(key) != -1) {
      return 0;
    } else {
      return 1; // ignore the character
    }
  }
} // IMP_KeyPress
```

See also

IMP_GotFocus

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#IMP_LostFocus Full Version

Syntax

on IMP_LostFocus (*spriteRef*, *controlType*, *controlName*, *controlTooltip*)

Parameters

spriteRef: Object reference to the Impressario sprite that receives the event.

controlType: Symbol. One of the following values: #button, #field, #radioButton, #checkbox.

controlname: String. The name of the PDF form control that just lost the focus.

controltooltip: String. The tooltip associated with the control.

Description

This event is sent to the Impressario sprite when the focus moves from one PDF form control to another (when the user presses Enter, Return, TAB or Shift+TAB).

If the form control loses focus due to the document being closed, or the page being changed, the **#Imp_LostFocus** event is not sent. In order to know if the value of the field has changed, the developer must compare it to a previous value.

Lingo example

```
-- check that the value entered is valid
on IMP_LostFocus me controlType controlName controlTip
   newVal = me.member.GetFields([controlName])
   validCodes = "12345"
   if NOT(validCodes contains newVal) then
   -- set the focus back to that control and alert user
      me.SetFocus(controlName)
      alert ("You must enter a value between 1 and 5.")
   end if
end IMP_LostFocus
```

JS example

```
// check that the value entered is valid
function IMP_LostFocus (me, controlType, controlName,
    controlTip) {
  newVal = me.member.GetFields(list(controlName));
  validCodes = "12345";
  if (validCodes.indexOf(newVal) == -1) {
    // set the focus back to that control and alert user
    me.SetFocus(controlName);
    _player.alert ("You must enter a value between 1 and 5.");
  }

} // IMP_LostFocus
```

See also

GetFields (member), SetFocus (sprite), IMP_GotFocus

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#IMP_MouseClick Full Version

Syntax

on IMP_MouseClick (*spriteRef*, *objectType*, *mouseX*, *mouseY*, [*contextInfo*]])

Parameters

spriteRef: Object reference to the Impressario sprite that receives the event.

objectType: Symbol. One of the following values: #hyperlink, #button, #field, #radioButton, #checkbox.

mouseX: Integer. The X-value of the mouse in Director space.

mouseY: Integer. The Y-value of the mouse in Director space.

[contextInfo]: Property list. The format of the list depends on the value of *objectType*.

When objectType = #hyperlink:

The property list [*contextInfo*]is of the format: [#hyperlinkType: *hlType*, #filePath: *path,* #text*: hltext,* #toolTip*: hltooltip*],

hlType: Symbol. One of the following: {#GoTo, #GoToRemote, #Launch, #Url, #UrlPdf}

path: String. The full path of the destination file.

hltext: String. The text of the link.

hltooltip: String. The tooltip associated with the hyperlink.

When objectType = #field, #radioButton, #checkbox, or #button:

[*contextInfo*] is of the format: [#objectName: *objectName*, #tooltip: *objectTooltip*],

objectName: String. The name of the control.

objectTooltip: String. The tooltip text of the control.

When objectType = #note:

[*contextInfo*] is of the format: [#objectName: *objectName*, #objectValue: *objectNote*],

objectName: String. The name of the control.

objectNote: String. The text of the note.

Description

This event is sent to the Impressario sprite when the user clicks a hyperlink or form control in the PDF document.

Lingo example

```
on IMP_MouseClick me, oType, mouseX, mouseY, lObject
-- if user clicks the Submit button, execute the
-- equivalent JavaScript POST operation from Lingo
   if oType = #button then
```


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```
      if lObject.objectName = "btnSubmit" then
        allData = me.GetAllFields()
        DoSendData(allData)
      end if
    end if
end IMP_ MouseClick
```

JS example

```
function IMP_MouseClick (me, oType, mouseX, mouseY, lObject) {
  // if user clicks the Submit button, execute the equivalent
    JavaScript POST operation from Director
  if (oType == symbol("button")) {
    if (lObject.objectName == "btnSubmit") {
      allData = me.GetAllFields();
      DoSendData(allData);
    }
  }
} // IMP_ MouseClick
```

See also IMP_MouseEnter, IMP_MouseLeave, IMP_MouseWithin

#IMP_MouseEnter Full Version

Syntax on IMP_MouseEnter (*spriteRef*, *objectType*, *mouseX*, *mouseY*, [*contextInfo*]])

Parameters

spriteRef: Object reference to the Impressario sprite that receives the event.

objectType: Symbol. One of the following values: #hyperlink, #button, #field, #radioButton, #checkbox, #note.

mouseX: Integer. The X-value of the mouse in Director space.

mouseY: Integer. The Y-value of the mouse in Director space.

[contextInfo]: Property list. The format of the list depends on the value of *objectType*.

When objectType = #hyperlink:

The property list [*contextInfo*]is of the format: [#hyperlinkType: *hlType*, #filePath: *path,* #text*: hltext,* #toolTip*: hltooltip*],

hlType: Symbol. One of the following: {#GoTo, #GoToRemote, #Launch, #Url, #UrlPdf}

path: String. The full path of the destination file.

hltext: String. The text of the link.

hltooltip: String. The tooltip associated with the hyperlink.

When objectType = #field, #radioButton, #checkbox,

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or #button:

[*contextInfo*] is of the format:
[#objectName: *objectName*, #tooltip: *objectTooltip*],

objectName: String. The name of the control.

objectTooltip: String. The tooltip text of the control.

When objectType = #note:

[*contextInfo*] is of the format:
[#content: *noteText*],

contents: String. The text of the note.

Description

This event is sent to the Impressario sprite when the user's mouse enters the boundary of a hyperlink or form control in the PDF document. This event, in combination with #IMP_MouseLeave can be used to display tooltips for form controls and hyperlinks.

Lingo example

```
global gStartTicks
-- show a tooltip when the mouse enters the control
on IMP_MouseEnter me, oType, mouseX, mouseY, lObject
-- start timer to figure out when to turn off tooltip
   gStartTicks = the ticks
   if oType = #note then
      member("txt_ToolTip").text = lObject.contents
   else
      member("txt_ToolTip").text = lObject.toolTip
   end if
      Sprite(gToolTipChannel).locH = mouseX + 2
      Sprite(gToolTipChannel).locV = mouseY + 2
      Sprite(gToolTipChannel).Visible = TRUE
end IMP_MouseEnter
```

JS example

```
_global.gStartTicks;

// show a tooltip when the mouse enters the control
function IMP_MouseEnter (me, oType, mouseX, mouseY, lObject) {
     // start timer to figure out when to turn off tooltip
    gStartTicks = _system.ticks();
    member("txt_ToolTip").text      = lObject.toolTip;
    sprite(gToolTipChannel).locH    = mouseX + 2;
    sprite(gToolTipChannel).locV    = mouseY + 2;
    sprite(gToolTipChannel).visible = 1;
} // IMP_MouseEnter
```

See also

IMP_MouseLeave, IMP_MouseWithin, IMP_MouseClick

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#IMP_MouseLeave Full Version

Syntax

on IMP_MouseLeave (*spriteRef*, *objectType*, *mouseX*, *mouseY*, [*contextInfo*]])

Parameters

spriteRef: Object reference to the Impressario sprite that receives the event.

objectType: Symbol. One of the following values: #hyperlink, #button, #field, #radioButton, #checkbox, #note.

mouseX: Integer. The X-value of the mouse in Director space.

mouseY: Integer. The Y-value of the mouse in Director space.

[contextInfo]: Property list. The format of the list depends on the value of *objectType*.

When objectType = #hyperlink:

The property list [*contextInfo*]is of the format: [#hyperlinkType: *hlType*, #filePath: *path,* #text*: hltext,* #toolTip*: hltooltip*],

hlType: Symbol. One of the following: {#GoTo, #GoToRemote, #Launch, #Url, #UrlPdf}

path: String. The full path of the destination file.

hltext: String. The text of the link.

hltooltip: String. The tooltip associated with the hyperlink.

When objectType = #field, #radioButton, #checkbox, or #button:

[*contextInfo*] is of the format: [#objectName: *objectName*, #tooltip: *objectTooltip*],

objectName: String. The name of the control.

objectTooltip: String. The tooltip text of the control.

When objectType = #note:

[*contextInfo*] is of the format: [#content: *noteText*],

contents: String. The text of the note.

Description

This event is sent to the Impressario sprite when the user's mouse leaves a form control or hyperlink object in the PDF document.

Lingo example

```
global gStartTicks
-- hide tooltip when the mouse leaves the control
on IMP_MouseLeave me, oType, mouseX, mouseY, lObject
```


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```
    member("txt_ToolTip").text = ""
    sprite(gToolTipChannel).visible = FALSE
    gStartTicks = 0
end IMP_MouseLeave
```

JS example

```
_global.gStartTicks;

// hide tooltip when the mouse leaves the control
function IMP_MouseLeave (me, oType, mouseX, mouseY, lObject) {

  member("txt_ToolTip").text      = "";
  sprite(gToolTipChannel).visible = 0;
  gStartTicks = 0;

} // IMP_MouseLeave
```

See also IMP_MouseWithin, IMP_MouseEnter, IMP_MouseClick

#IMP_MouseWithin Full Version

Syntax on IMP_MouseWithin (*spriteRef*, *objectType*, *mouseX*, *mouseY*, [*contextInfo*]])

Parameters

spriteRef: Object reference to the Impressario sprite that receives the event.

objectType: Symbol. One of the following values: #hyperlink, #button, #field, #radioButton, #checkbox, #note.

mouseX: Integer. The X-value of the mouse in Director space.

mouseY: Integer. The Y-value of the mouse in Director space.

[contextInfo]: Property list. The format of the list depends on the value of *objectType*.

When objectType = #hyperlink:

[*contextInfo*]is of the format:
[#hyperlinkType: *hlType*, #filePath: *path*],

hlType: Symbol. One fo the following:
{#GoTo, #GoToRemote, #Launch, #Url, #UrlPdf} and

path: String. The full path of the destination file.

When objectType = #field, #radioButton, #checkbox, or #button:

[*contextInfo*] is of the format:
[#objectName: *objectName*, #tooltip: *objectTooltip*],

objectName: String. The name of the control.

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objectTooltip: String. The tooltip text of the control.

When objectType = #note:

[*contextInfo*] is of the format:
[#content: *noteText*],

contents: String. The text of the note.

Description

This event is triggered at set intervals while the user's mouse is over a form control or hyperlink in sprite *whichSprite*.

Lingo example

```
global gStartTicks
-- hide tooltip when the mouse has been in the control
-- for more than 5 seconds
on IMP_MouseWithin me oType, mouseX, mouseY, lObject
   ticksInControl = the ticks - gStartTicks
   if ticksInControl > 150 then
      HideAllTips()  -- Lingo handler to hide tooltips
   end if
end IMP_MouseWithin
```

JS example

```
_global.gStartTicks;

// hide tooltip when the mouse has been in the control
// for more than 5 seconds

function IMP_MouseWithin (me, oType, mouseX, mouseY, lObject) {
  ticksInControl = _system.ticks() - gStartTicks;
  if (ticksInControl > 150) {
    HideAllTips();  // custom handler to hide tooltips
  }
} // IMP_MouseWithin
```

See also

IMP_MouseEnter, IMP_MouseLeave, IMP_MouseClick

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INM Impressario Behaviors

The INM Impressario Behaviors library allows you to create dynamically interactive INM Impressario projects, without having to know Lingo programming. The INM Impressario behaviors can be used to perform simple user-interactions, such as opening, closing and navigating through PDF documents, as well as more sophisticated text searches.

How to Access INM Impressario Behaviors

The INM Impressario Behaviors can be accessed through Director's Library palette. Click **Window > Library Palette** and choose the library named **INM Impressario Tools > Standard Behaviors** from the palette menu, in the upper left corner of the palette window. When you roll your mouse over a behavior, a brief tooltip description appears. When you select a behavior, you can view a more complete description in the Behavior property window.

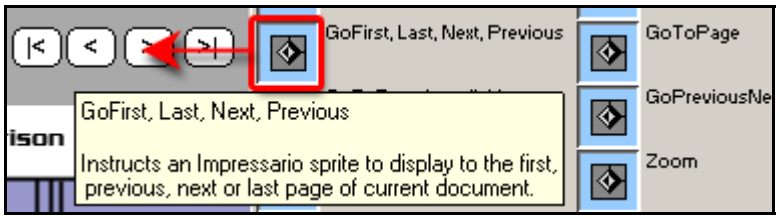
How to Use Behaviors

Behaviors are simple to use. They are bits of Lingo code that allow you to specify various parameters in order to interact with your specific project. Behaviors are "attached" to sprites (or frames) and they are executed when the sprites receive certain events, such as a "mouseUp".

A single behavior may be attached to many different sprites. Each time a behavior is attached to a sprite, a new "instance" of the behavior is created and, for each sprite, the resulting action may be different, depending on the parameters you specify.

Here is the typical procedure for implementing INM Impressario behaviors.

1. Drag a behavior from the behavior library palette onto the sprite on the stage to which you want the behavior to apply.
   The object is usually a button or graphic that the user clicks to perform an action. However, in some cases it can be a frame in the score, or an object on the stage that responds to the "on enterFrame" or "on beginSprite" events.



Drag a behavior from the INM Impressario Behaviors library onto a sprite on stage.

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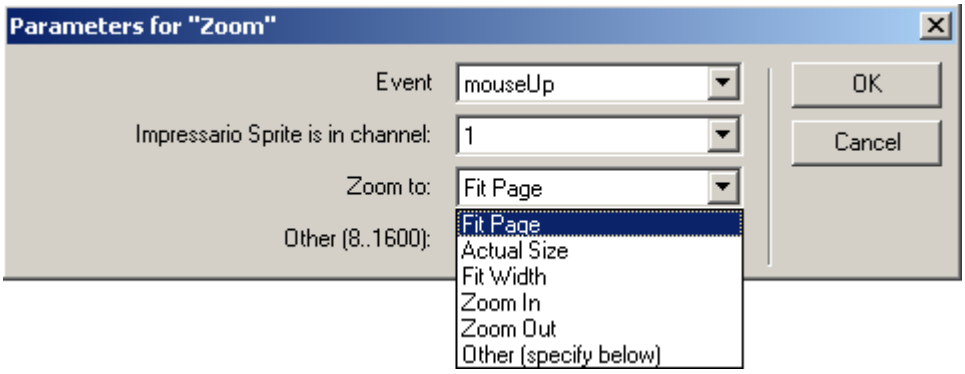
2 Enter the required parameters for the behavior in the dialog box that appears.



3 Click **OK**.
If the behavior is not already in your internal cast it will be copied to your internal cast.

INM Impressario Standard Behaviors Reference

The INM Impressario Behaviors are FREE and are distributed as open-source files, so that you can use portions of the code or modify them for your own projects. All we require is that you place Integration New Media's copyright notice within your source code:

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EmailPDF

Parameters *Event:* mouseUp or mouseDown

Impressario member to be emailed: the Impressario cast member that you want to attach to the e-mail.

Description Opens the system default e-mail application and attaches the PDF document linked to the Impressario member specified.

Usage Drag this behavior onto a button in a frame that contains an Impressario sprite.

FindText with dialog

Parameters *Event:* mouseUp or mouseDown

Impressario sprite is in channel: which channel contains the Impressario sprite

Description Opens the INM Impressario Find dialog box, which allows the

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user to specify:

- which text to search for

- whether or not the search is case-sensitive

- whole word matches

- whether the search should begin from the top of the document or the current page.

- whether to search forward or backward

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also FindText from field

FindText from field

Parameters *Event:* mouseUp or mouseDown

Impressario sprite is in channel: which channel contains the Impressario sprite

String to find is in: the field or text cast member that contains the text to search for in the PDF document.

Match case: If checked, the search is case-sensitive

Match whole words only: If checked, only whole word matches are found

Direction: Forward or backward.

From top:
If checked, the search will begin from the top of the document. Keep unchecked if you want to Find the next occurrence relative to the current position in the document.

Description Finds and highlights the text specified in the field or text member specified, within the current PDF document in the specified sprite channel. The *From top* parameter allows you to specify whether or not to search from the beginning of the document.

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also FindText with dialog

GetCurrentPage

Parameters *Event:* mouseUp or mouseDown

Impressario sprite is in channel: channel that contains the

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Impressario sprite.

Put result in: the name of a text or field cast member to store the number in.

Description Returns the number of the page currently displayed in the Impressario sprite specified.

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also Page property

GetCurrentZoom

Parameters *Event:* mouseUp, mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite.

Put result in: the name of a text or field cast member to store the number in.

Description Returns the current scale factor (percentage of actual size) of the PDF document currently displayed in the Impressario sprite specified.

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also Zoom property

GetNumberOfPages

Parameters *Event:* mouseUp, mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite.

Put result in: the name of a text or field cast member to store the number in.

Description Returns the total number of pages in the PDF document currently displayed in the Impressario sprite specified.

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also TotalPages property

GetPageText *Full Version*

Parameters *Event:* mouseUp, mouseDown

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Impressario sprite is in channel: which channel contains the Impressario sprite.

Put result in: the name of a field or text member to put the text in.

Description Returns the text of the current page of the PDF document open in the specified sprite channel, and puts it into the field or text member specified in *Put result in*. The word order is not guaranteed to be in the order of appearance in the document, due to the fact that a PDF document can contain many layers. The order of the text depends on the structure of the PDF document.

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also GetPageText (sprite method)

GoFirst, Last, Next, Previous

Parameters *Event:* mouseUp or mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite.

Go to: First Page, Previous Page, Next Page, Last Page.

Description Displays the first (last, next or previous) page of the document in the PDF sprite *PDF Sprite is in channel.*

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also GoToPage, GoToPage from field

GoPreviousNextView

Parameters *Event:* mouseUp or mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite

Which view: Forward, Back

Description Used for browsing hyperlinks within or between PDF documents. Displays the next or previous view stored in memory for the member associated with the specified sprite channel.

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also SetView (sprite method)

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GoToPage from field

Parameters

Event: mouseUp or mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite.

Page number is in: Director field or text member that contains the page number to display.

Description

Sets the current page number of the document in the specified sprite channel, to the value of the text in the field specified in *Page number is in.*

Usage

Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also

GoToPage, GoFirst,Last,Next,Previous

GoToPage

Parameters

Event: mouseUp, mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite

Page number: Number of the page to display

Description

Displays page number *Page number* of the Impressario sprite in the specified sprite channel.

Usage

Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also

GoToPage from field, GoFirst,Last,Next,Previous

Link

Parameters

Event: mouseUp, mouseDown

Impressario sprite is in channel: which channel contains the Impressario sprite

PDF file path: a string that contains the relative or full path and file name of the PDF document to open.

Path type is: Absolute or Relative to Movie.

Start at page: Which page of the document should be displayed on opening.

Zoom mode: Actual Size, Fit Page, Fit Width, Custom (specify

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below)

Custom zoom percent (8..1600): A number representing the percentage to scale the document, e.g., 400 means four times the actual document size.

Scroll H: Set the horizontal scroll position to the number of pixels specified

Scroll V: Set the vertical scroll position to the number of pixels specified

Description Opens the PDF document, whose path is a string, specified in the *PDF file path* parameter; displays the document in the specified sprite channel, with the specified display options.

The *Path type is* parameter must match the document file path specified.

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also Link from field

Link from field

Parameters *Event:* mouseUp, mouseDown

Impressario sprite is in channel: which channel contains the Impressario sprite

File name is in member: the field or text member that contains the name of the PDF document to open.

Path type is: Absolute or Relative to Movie.

Start at page: Which page of the document should be displayed on opening.

Zoom mode: Actual Size, Fit Page, Fit Width, Custom (specify below)

Custom zoom percent (8..1600): A number representing the percentage to scale the document, e.g., 400 means four times the actual document size.

Scroll H: Set the horizontal scroll position to the number of pixels specified

Scroll V: Set the vertical scroll position to the number of pixels specified

Description Opens the PDF document, whose file path is the text of the member specified in the *File name is in member* parameter; displays the document in the specified sprite channel, with the specified display options.

The *Path type is* parameter must match the document file path specified.

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Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also Link

Print

Parameters *Event*: mouseUp or mouseDown

Impressario sprite is in channel: which channel contains the Impressario sprite

From Page: start printing at this page

To Page: print up to this page

Show Print Options dialog: If this box is checked, the Print Options dialog is displayed, allowing the user to select which pages are printed and other (printer-specific) options. Otherwise it is hidden.

Show Page Setup dialog: If this box is checked, the Page Setup dialog is displayed before the Print Options dialog, to allow the user to change paper size on Mac. On Windows, the Page Setup dialog is accessible via the Print Options dialog, so the Page Setup dialog is never displayed separately.

Description Prints the PDF document in the sprite channel specified, from *From Page* to *To Page* inclusive. If *To Page* exceeds the total number of pages in the document, no error occurs and selected pages up to the last page of the document are printed.

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also Print (member method)

Print Current Page

Parameters *Event*: mouseUp or mouseDown

Impressario sprite is in channel: which channel contains the Impressario sprite

Show Print Options dialog: If this box is checked, the Print Options dialog is displayed, allowing the user to select printer-specific options. Otherwise it is hidden.

Show Page Setup dialog: If this box is checked, the Page Setup dialog is displayed before the Print Options dialog, to allow the user to change paper size on Mac. On Windows, the Page Setup dialog is accessible via the Print Options dialog, so the Page Setup dialog is never displayed separately.

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Description Prints the current page of the open PDF document in the sprite channel specified.

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also Print (member method)

Print Member Off Stage

Parameters *Event*: mouseUp or mouseDown

PDF document is in member: which Impressario cast member is linked to the PDF document to print

From Page: start printing at this page

To Page: print up to this page

Show Print Options dialog: If this box is checked, the Print Options dialog is displayed, allowing the user to select which pages are printed and other (printer-specific) options. Otherwise it is hidden.

Show Page Setup dialog: If this box is checked, the Page Setup dialog is displayed before the Print Options dialog, to allow the user to change paper size on Mac. On Windows, the Page Setup dialog is accessible via the Print Options dialog, so the Page Setup dialog is never displayed separately.

Description Allows you to print a PDF document directly from an Impressario member; it doesn't have to be a sprite on the stage. This can be useful if you want to display on screen a low-res version of your PDF, but have the user print out a high quality version from a member in the cast.

The document is printed from *From Page* to *To Page* inclusive. If *To Page* exceeds the total number of pages in the document, no error occurs and selected pages up to the last page of the document are printed.

Usage Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also Print (member method)

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Save from field

Parameters

Event: mouseUp or mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite

File name is in: a text member or field that contains the full or relative path and file name to save to.

Path type is: Absolute or Relative to movie. This value must correspond to the file name specified in the *FileName is in* member.

Description

Saves the PDF document that is currently open in the sprite channel specified, to the filename specified by the text or field member and the *Path type* parameter.

Usage

Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also

Save (member method), Save with dialog

Save with dialog

Parameters

Event: mouseUp or mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite

Description

Opens a Save dialog box, to allow the user to save the current PDF document displayed in the sprite channel specified. The PathType is automatically set to Absolute.

Usage

Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also

Save (member method), Save from field

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Scroll Horizontal

Parameters

Event: mouseUp, mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite

Scroll H Direction: Right, Left

Scroll increment (in pixels): a number specifying the number of pixels to scroll the document.

Description

Horizontally scrolls the current PDF document in the specified sprite channel, in the direction specified by *Scroll H Direction,* by the number of pixels specified by *Scroll increment.*

Usage

Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also

ScrollH property

Scroll Vertical

Parameters

Event: mouseUp, mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite

Scroll V Direction: Up, Down

Scroll increment (in pixels): a number specifying the number of pixels to scroll the document.

Continuous Scrolling: if checked, the document will scroll up or down continuously, through all pages, as opposed to just scrolling the current page.

Description

Vertically scrolls the current PDF document in the specified sprite channel, in the direction specified by *Scroll V Direction,* by the number of pixels specified by *Scroll increment.*

The default event is mouseDown; with mouseDown selected, scrolling continues until the mouse is released.

Usage

Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also

ScrollV property

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SetTool

Parameters

Event: mouseUp or mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite

Tool mode: Hand tool or Select text tool

Description

Sets the current mode of interaction to the Hand tool or Select text tool, for the document in the specified sprite channel.

Usage

Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also

SetTool (sprite method)

SetView

Parameters

Event: mouseUp, mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite

Zoom mode: Actual Size, Fit Page, Fit Width, Other (specify below)

Other (8..1600): A number representing the percentage to scale the document, e.g., 400 means four times the actual document size.

Scroll H: the horizontal scroll position (in pixels)

Scroll V: vertical scroll position (in pixels)

Description

Displays the current PDF document in *PDF Sprite is in channel*, with the scale specified in *Zoom mode,* and positioned so that the *Scroll H* and *Scroll V* coordinates of the document align with the upper left corner of the sprite rectangle.

Usage

Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also

ScrollH property, ScrollV property

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Zoom

Parameters

Event: mouseUp, mouseDown

Impressario sprite is in channel: channel that contains the Impressario sprite

Zoom to: Actual Size, Fit Page, Fit Width, Zoom In, Zoom Out, Other (specify below)

Other (8..1600): A number representing the percentage to scale the document, e.g., 400 means four times the actual document size.

Upper Zoom Limit: The highest zoom value you want the user to be able to zoom in to.

Lower Zoom Limit: The lowest value you want the user to zoom out to.

Description

Scales the current PDF document in the *specified sprite channel*, to the value specified by *Zoom to.*

Select *Zoom In* or *Zoom Out* to scale the document to the next higher/lower percentage within this predefined list:

[8, 12.5, 25, 33.33, 50, 66.67, 75, 100, 125, 150, 200, 300, 400, 600, 800, 1200, 1600]

Usage

Drag this behavior onto a button or background object in a frame that contains an Impressario sprite.

See also

Zoom property, ZoomMode property

INM Impressario Customization Behaviors

The Customization behaviors allow you to create a new PDF document at runtime, with content from Director text and image members, based on a predefined PDF template. These behaviors are accessible via the Library Palette by choosing **INM Impressario Tools > PDF Customization.**

When using the behaviors to create PDFs, you need to first drag the script named **REQUIRED-PDFCustomization** into your Director movie cast.

InsertText Using Template

Parameters

Impressario member that contains Template: the Impressario cast member linked to a valid INM Impressario PDF creation template.

Template field name: the template placeholder field where you want the text inserted.

Text encoding type: HTML or Text to movie. When HTML is specified, the text font, style, color and alignment are specified by the HTML attribute of the text member to which

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you have attached this behavior.

Description Associates the plain text or HTML of a Director text or field member to a placeholder field within the specified INM Impressario template. The text is actually inserted and the new PDF created when the script of behavior **Create PDF from Template** is executed.

Usage Drag this behavior onto a text or field member. The script of this behavior runs on the beginSprite event.

See also InsertImage Using Template, Create PDF from Template

InsertImage Using Template

Parameters *Impressario member that contains Template:* the Impressario cast member linked to a valid INM Impressario PDF creation template.

Template field name: the template placeholder field where you want the image inserted.

Horizontal alignment: Left, center, or right. Specifies the horizontal alignment of the image within rectangular area of the template field name.

Vertical alignment: Top, center, or bottom. Specifies the vertical alignment of the image within rectangular area of the template field name.

Scale: On/Off. When Scale is checked, the image is scaled so that it fits within the rectangle of the placeholder field. The aspect ratio of the original image is maintained. When Scale is not checked, the image is not scaled; if it doesn't fit into the template placeholder rectangle, it is cropped.

Description Associates an image on screen to a placeholder field within the specified INM Impressario template. The image is actually inserted and the new PDF created when the script of behavior **Create PDF from Template** is executed.

Usage Drag this behavior onto a Director bitmap image. The script of this behavior runs on the beginSprite event.

See also InsertText Using Template, Create PDF from Template

Create PDF from Template

Parameters *Impressario member that contains Template:* the Impressario cast member linked to a valid INM Impressario PDF creation template.

Which member contains the PDF output filename: the Director member that contains the absolute path to which the

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new PDF will be saved.

Impressario member to display the new PDF: Optional parameter. If you are going to display or print the new PDF once it is created, you need to link the new file to an Impressario member.

Description Creates a new PDF document based on the template PDF specified. This behavior inserts text and images from all the sprites where the InsertText from Template and InsertImage from Template behaviors are attached. It then saves the new PDF to the specified filename. If the third parameter, *Impressario member to display the new PDF,* is specified, it links the newly created PDF file to that member so that the new PDF can be displayed on screen or printed.

Usage Drag this behavior onto a Director button. The script of this behavior runs on the mouseUp event.

See also InsertText Using Template, InsertImage Using Template

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Error Codes

INM Impressario automatically displays Errors and Warnings at runtime, unless you choose to set the global alert level to a lower value.

For more information on setting the alert level, see:

- Managing errors
- IMP_GetAlertLevel (global)
- IMP_SetAlertLevel (global)

Errors

-10	Error opening file. Invalid Document File Name. The file name or path type is incorrect.
-11	Error opening file. Invalid Password. The password required to open the document is missing or incorrect.
-12	Error opening file. Invalid PDF. The document is not a valid PDF file or the file is corrupted.
-30	Error saving. Cannot save document because it is not open.
-31	Error saving. The document was saved correctly, but the original file has become corrupted. Close and reopen the file before making any changes.
-32	Error saving. Cannot save over a file that is already open. Choose a different file name and try again.
-33	Invalid file path. Cannot save the document, because the directory does not exist.
-34	Cannot save document. Possible causes: you do not have write permission for the file specified, or the file may be open by another application, or the disk may be full.
-35	Error saving. PDF document is empty.
-40	Permissions error. Printing is not permitted for this document.
-41	Permissions error. Saving is not permitted for this document.
-42	Permissions error. Find text is not allowed because the document is password protected.
-43	Permissions error. Text selection is not permitted for this document.
-44	Permissions error. GetPageText is not permitted for this document.
-45	Permissions error. GetSelectedText is not permitted for this document.

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-60	Error opening link. File not found.
-61	Error opening link. Access denied. The file may be in use or protected.
-62	Error opening link. The file you are trying to open is not associated with an application.
-63	Error opening link. Sharing violation. The file may be in use.
-64	Error opening link. Cannot launch requested application.
-81	Error opening link. Hyperlink destination is not valid.
-70	Page error. The page requested is not in the current document.
-90	Either the movie has not yet been saved, or the PDF is not located within the movie's folder hierarchy.
-101	Error opening link. Bookmark destination is not valid.
-111	Server not found. Please specify a valid URL and make sure that you are connected to the Internet.
-112	Could not find the PDF document on the site. Please specify a valid URL.
-121	Document permissions don't allow replacing or inserting an image.
-122	Cannot replace image. The container specified is invalid.
-123	The container specified was not found in the PDF document.
-124	Cannot replace image because there is no page in the document.
-125	Cannot replace image with an empty bitmap.
-126	Cannot replace image because the image depth is invalid.
-127	Cannot replace image. The container specified doesn't contain an image.
-131	Cannot merge documents because the source PDF is empty.
-141	Cannot get the page image because the document is empty.
-150	Cannot InsertPages or Merge PDFs because the source and

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destination PDFs are the same.

-240 CreateFromTemplate could not be completed. Cannot perform PDF customization operations on the template PDF specified. There are no fields named "DYNAMIC_", "PAGE_", "REPEAT_" or "SLIDE".

-241 SaveFromTemplate could not be completed. The path specified is not valid.

-242 SaveFromTemplate could not be completed. The path is empty. You must provide a path to save the newly created PDF document.

-243 Text or image could not be inserted because the specified placeholder field was not found within the PDF template document.

-244 InsertRepeating could not be completed. This method can only be called once during PDF creation, and it was already called.

-245 InsertSliding could not be completed. This method can only be called once during PDF creation, and it was already called.

-246 InsertRepeating could not be completed. There is no field named "REPEAT_REGION" within the PDF template document.

-247 InsertRepeating could not be completed. There is no field named "REPEAT_LINE" within the PDF template document.

-248 InsertSliding could not be completed. This method can only be called after InsertRepeating.

-249 InsertSliding could not be completed. There is no field named "SLIDE_REGION" within the PDF template document.

-250 Cannot insert text or images because there is no template PDF document defined. Check that CreateFromTemplate was completed successfully.

-253 InsertRecordset could not be completed. The INM VizionDB Recordset member specified is invalid.

-260 Email could not be completed. Operating system or e-mail application returned an error.

-269 Email could not be completed. Insufficient memory to attach the PDF.

-1000 The last action could not be completed.

-1001 Out of memory.

-2000 Invalid zoom mode. Valid zoom modes are #ActualSize #FitPage, #FitWidth and #Custom.

-2001 Invalid path type. Valid path types are #RelativeToMovie and #Absolute.

-2002 Invalid view options.

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-2003 Invalid tool mode. Valid tools are #Hand, #SelectText, #Zoom and #None.

-2004 Invalid scrollbar mode. Valid modes are #None and #Both.

-3000 Cannot find the Impressario Xtra libraries. Verify that the library files are present in the Xtras folder and restart the application.

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Warnings

10	Cannot complete the operation because there is no PDF document open.
30	Attempted to display page number lower than 1.
31	Attempted to display page greater than the number of pages in the document.
32	Attempted to scale document lower than minimum allowed (8%).
33	Attempted to scale document higher than maximum allowed (1600%).
34	Attempted to scroll document horizontally too far left. Number of pixels specified is smaller than 0.
35	Attempted to scroll document horizontally too far right. Number of pixels specified exceeds the ScrollHMax property.
36	Attempted to scroll document vertically beyond the beginning of the page. Number of pixels specified is smaller than 0.
37	Attempted to scroll document vertically beyond the end of the page. Number of pixels specified exceeds the ScrollVMax property.
50	"No matching text was found." (End-user alert; automatically displayed when Find dialog box is used.)
51	"No other occurrences were found." (End-user alert; automatically displayed when Find dialog box is used.)
52	"You have searched to the beginning of the document." (End-user alert; automatically displayed when Find dialog box is used.)
53	"You have searched to the end of the document." (End-user alert; automatically displayed when Find dialog box is used.)
70	Print has been cancelled.
71	The print option selected is not supported.
80	Autodownload of the selected PDF document is not allowed.
90	Email command was cancelled by the user.
140	InsertPageItems or InsertAutoValues was called, but there are no fields in the PDF document whose names begin with "Page_"
150	A bookmark already exist with this ID, the new bookmark was inserted before it.
2000	Relative path does not exist until the movie is saved. Save your movie before specifying Relative To Movie.
	You are upgrading from an older version of Impressario Xtra.
2001	Once your movie is saved, this warning will no longer appear.
2002	<*this functionality*> is not available in Impressario Xtra Light

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version. If you wish to use this functionality, you will need to upgrade to Impressario Xtra Full version.

You are currently using a trial version of Impressario Xtra Full version, in trial mode.

2003 <*this functionality*> is not available in Impressario Xtra Light version. You will need to buy the Full version to use this feature.

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